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Asteroids are about to hit your software shop.

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Defend 16 cities from New York to Moscow. Make a slip of the thumb and the east gets blown west.

'Missile Command'™ is the arcade classic now available on Game Boy,® with digital sound and graphics so real they'll blast your head off. It's the game for people who carry sandbags not handbags.

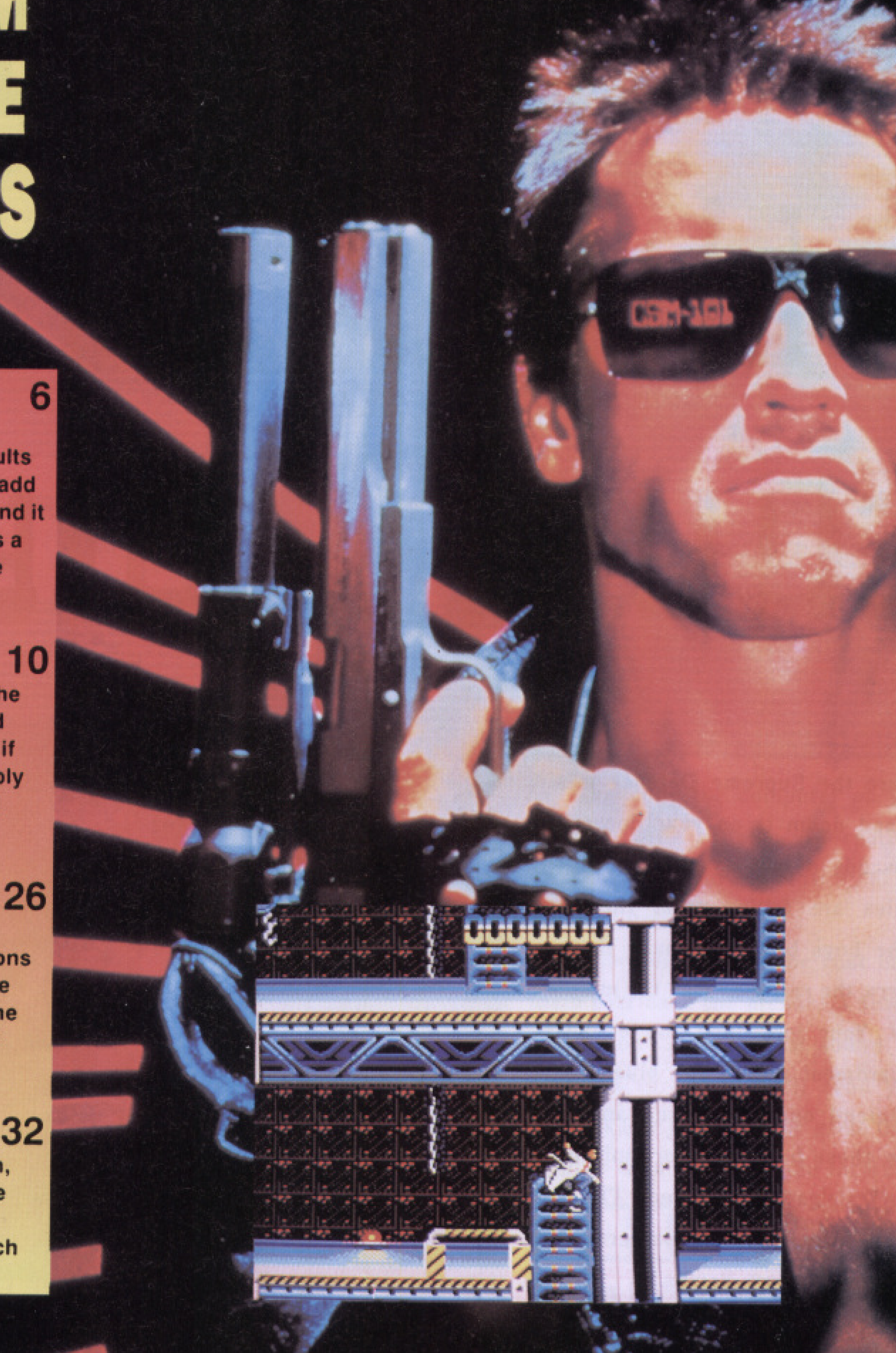
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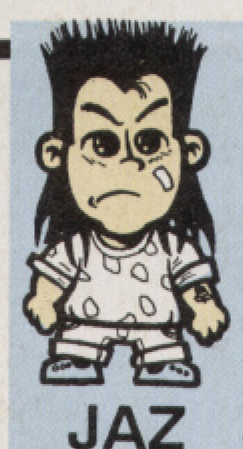
MEAN MACHINES JUNE ISSUE 21

THE TERMINATOR: MASTER SYSTEM AND MEGADRIVE REVIEWS IN THIS ISSUE!





REVIEWS



I haven't got a lot to say this month, mainly because the office is boiling hot (we're in the middle of a heatwave) and can't be bothered to think of anything. Oh, except that we've got some unbelievable free gifts lined up for the Summer - and something very special happening soon. There'll be further announcements next month, so keep watching this space!

EDITORIAL

WHODUNNIT

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THANKS THIS MONTH TO:
SPECIAL NO THANKS: The complete mongo who pulled out in front of Jazza and wrote off his motorbike. Doh!
HELLO TO: Ghost for the Parody parodies and a non-hello to Geolin for hacking the beautiful Labia off the system
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REMEMBER KIDS: Don't spoil a ship for a ha'peth o'tar

COMPETITION RULES
EMAP Images employees or their immediate family aren't allowed to enter any of our comps, because it would be unfair if they were to do so. Everyone else is perfectly entitled to, everyone other than Dwayne Minton of West Wormwood and his relations. We hate him because once upon a time he rang us up and wasted a few seconds of our time...

JAZZA'S FINAL BIT
Wheee! I'm bored. So bored in fact, that I want you to entertain me. Write in with a funny and true anecdote about your life. The more amusing it is, the better the chance of you winning the Game Gear I'm willing to give to the sender of the most amusing story. Make your tale no more than 150 words and send it off to: THIS'LL MAKE YOUR CHIN SPIN JAZZA, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



EEEEEEEK! IT'S A GHOST!

More supernatural malarkey as we print two pictures that irrefutably prove the existence of ghosts. First is the creepy apparition that appeared in the chair of MEGATECH Deputy Editor Mark Patterson. We've heard of ghost writers, but this is ridiculous! And then there's the truly frightening picture sent in by Ranjit Doroszkiewicz (eh?) from Manchester of a ghastly apparition playing on a ghostly Gameboy. Once again, if you've got any bizzare pics of ghosts, headless corpses or anything that's fun, yet strangely spooky, send 'em in to: OPEN THIS WITHOUT TAKING A DEEP BREATH AND YOU'RE LIKELY TO SPILL THE GRAVY IN YOUR PANTS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

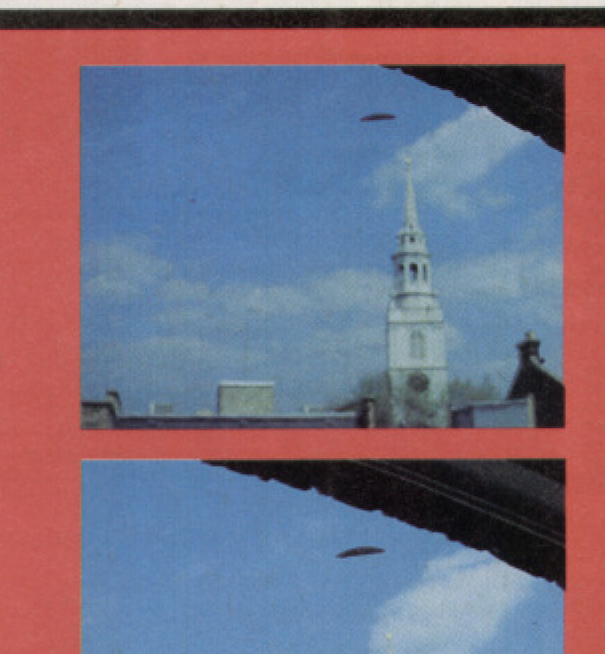
AND STILL THEY COME...

Aaarggh! It's another ugly Welsh person. This time it's Rhys Cadwallader of Caerphilly, who looks like a retard's painting of a face on the backside of a rhino with diarrhoea.

Yes, here's another load of readers who reckon they can take a MEAN MACHINES insult! Can you? If so, write in to: WARNING: CONTAINED IN THIS ENVELOPE IS A PICTURE OF AN EXTREMELY UGLY AND REVOLTING PERSON, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

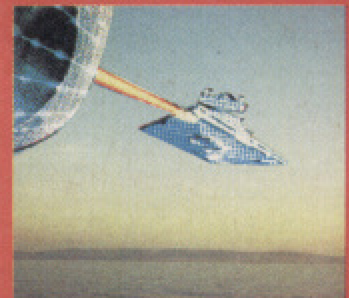






IT'S UFO CORNER

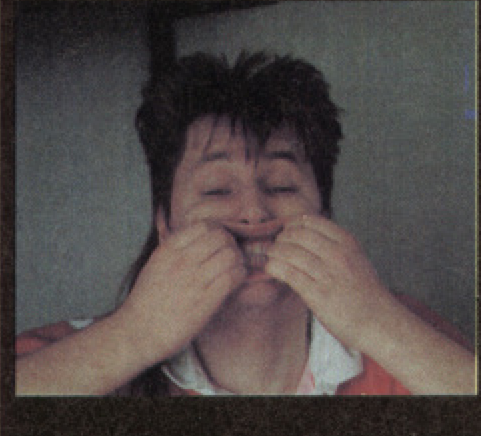
Wow! There IS life on other planets and you MEAN MACHINES readers have got the pictures to prove it! First of all is a picture that has confounded skeptics everywhere - a shot of an Imperial Star Cruiser snapped by Jaron Colley of Birmingham on his holidays in France! Then there's a top-notch shot of an X-Wing seen flying over Manchester, presumably on its way to intercept and shoot down the Star Cruiser seen in the previous picture. Geoffrey Hinkley of Dulwich, London also has a cracking shot of a saucer seen over his garden! Wowzer! And finally Paul Glancey of MEGATECH managed to grab a picture of a UFO flying past the church outside our office. If you have any more UFO snaps, send 'em in to: I'VE IDENTIFIED AND UNIDENTIFIED FLYING OBJET D'ART, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.







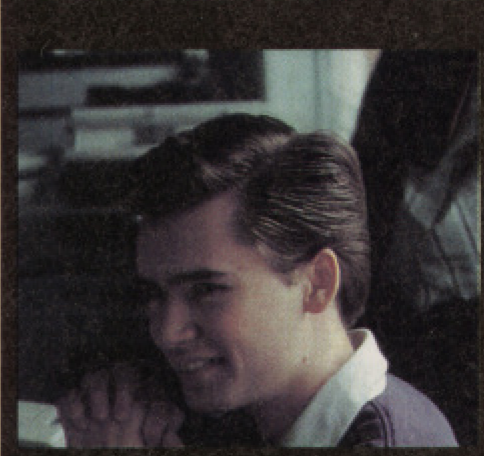
◀ We don't really know what's more revolting about this picture of Andrew Mulley of Cardiff - his disgusting, pasty moon face or the tasteless decor of the stinking pit which he's lying in.



JULIAN "NEVER GOT THERE" RIGNALL

"Like Rich, British Rail kindly gave me the most boring experience of my life. Stuck on a rush-hour train in the height of summer for three hours with absolutely nothing to amuse myself with except listening to fat, sweaty businessmen whining and stating the obvious is not what I'd call a fun time. And I paid £13.00 for the privilege. What a heap of ****."

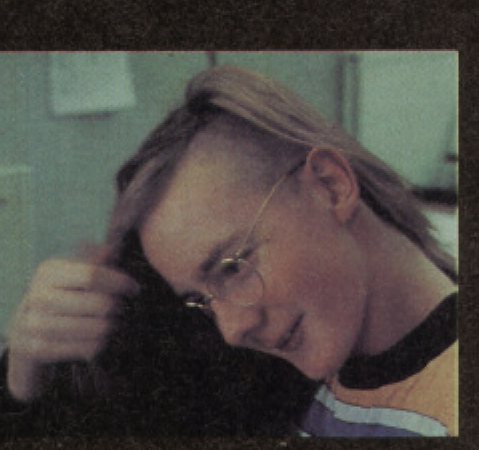
CURRENT FAVE GAMES: SUPER ALESTE, STREETFIGHTER II, PARODY



RICHARD "GOT THERE SLOWLY" LEADBETTER

"British Rail were at the root of my most boring experience. A 40-minute rush-hour train journey was turned into two and three quarter hour nightmare when the train broke down. I was completely helpless and my portable CD ran out of power after an hour. I had to sit there and listen to all these middle-aged executives whingeing. It was vile."

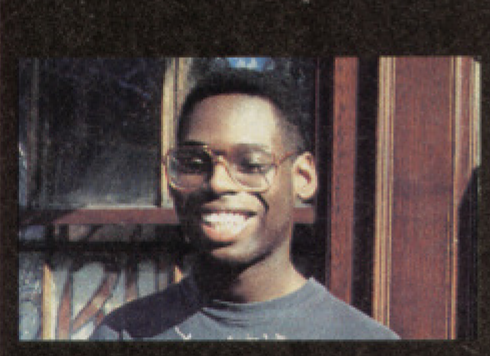
CURRENT FAVE GAMES: PARODY, STREETFIGHTER II



RADION "BANNED PRACTICE" AUTOMATIC

"I remember the time when I had to sit and listen to my brother's band, the Clodhoppers, practice for four hours. Not only were they particularly crap, but the hall they practiced in was stone cold arctic conditions and I had nothing to do at all except cover my ears and my nether regions to stop 'em from freezing off."

CURRENT FAVE GAMES: STREETFIGHTER II, SUPER ALESTE, CHUCK ROCK



OZ "AAH, AHH, AHHHH" BROWNE

"My most boring experience was when I went to see the Sergeant Pepper movie which starred the Bee Gees. I thought it would be like Grease, but in fact it was the most boring and awful film ever. Two hours of non-stop tedium! I fell asleep towards the end!"

CURRENT FAVE GAMES: STREETFIGHTER II



GARY "EN-GER-LAND" HARROD

"Last year, me, Jaz and Paul Rand from CVG went to the England Vs Turkey football match. We were all really excited because it was the first international we'd been to, and had been looking forward to it for weeks. After paying £25.00 each to get in we waiting for a veritable goal feast... and instead were treated to 90 minutes of absolutely crap football. I was bored out of my head by the time the final whistle blew."

CURRENT FAVE GAMES: STREETFIGHTER II, SUPER ALESTE, GI JOE



ROB "NOT VERY" BRIGHT

"When I first went on the dole I had to sit in Borehamwood DSS office for two hours before being seen to by a sad scrote behind six feet of armoured glass. Once he'd taken all my details from my date of birth to the length of the skids in my underpants I had to wait for a further hour before signing on. The saddest thing of all is that 3,000,000 have to do this every week."

CURRENT FAVE GAMES: LEMMINGS, SUPER ALESTE, STREETFIGHTER II

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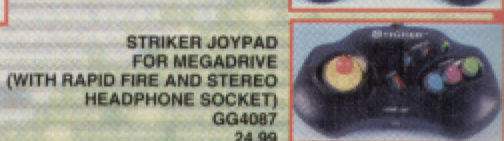
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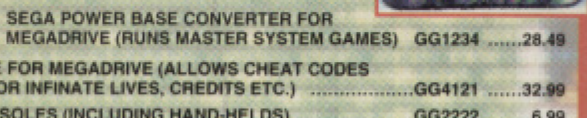
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BATTLE BLAZE

バトルブレイズ

Super NES owners spoiling for some one-on-one fisticuffs will no doubt soil their underwear with excitement when they hear about Battle Blaze.

This Swords and Sorcery style beat 'em up casts you as a barbarian out to rid the land of a series of horrific overlords. One player can face the might of the overlords, or perhaps face up to a mate in a two-player bout to the death!

In short, Battle Blaze is a sad, laughable excuse for a beat 'em up, with pathetic graphics and sound. There are only three attack moves as well, making Battle Blaze grow very dull very quickly. So, avoid it at all costs.



CONSOLE CARRY CASES

Nuby, the carry case merchants, have released some more products which should appeal to anyone who enjoys carrying their consoles, or their carts about.

Look out for the Megadrive attache case. This fine item, retailing at £49.99, enables you to carry your Megadrive and some games about. With a bit of "structural alteration", it's also possible to fit in your power supply as well. Hurrah!

Super Extendo Cables (as they are known) are also available that enable you to extend the length of your joypad cables. Nuby have yet to announce a price for this invaluable piece of kit.

Also available are numerous accessories for the Gameboy, including carry cases, lights, holsters (!) and magnifiers!

If you fancy getting hold if some of this gear, check out your local console stockist like Boots or Dixons.

SUPER NES 32-MEG BOARDS

Rumours suggest that Nintendo are planning to revolutionise console gaming by introducing 32-meg games on a new cartridge system called the Memory Map. This means that games could have the potential to be four times the size of Super Mario IV! In fact, a 32-meg cartridge would have the memory capacity of four Amigas! We waited with bated breath...

SEGA LOCK-OUT CHIP SHOCK

Sega Europe have announced that forthcoming Megadrive titles are to include a security chip that makes it impossible to run import titles on a British machine, or official games on a Japanese model. The first game to be protected in this way is Artyon Senna's Super Monaco GP II, reviewed on page 20.

A similar system is used by Nintendo with their official UK Super NES system, and a converter has been developed to neutralise the protection. Enterprising importers will probably find a way around the new Sega protection too. We'll keep you posted.

SUPER SCOPE BUNDLE PACKAGE

Nintendo has launched a new Super NES bundle, incorporating the smash hit 16-bit machine along with the best Light Phaser available for a console - the Nintendo Super Scope. The price for this bundle is a bargain £169.99, as opposed to £149.99 for the stand-alone console.

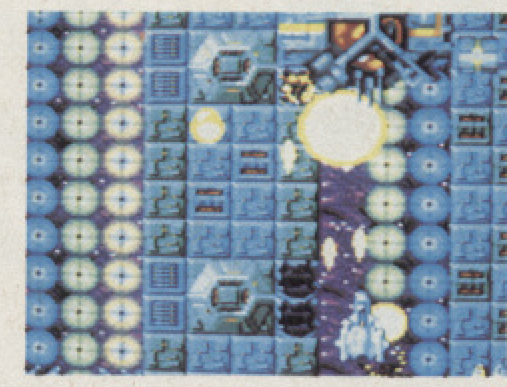
If you fancy the looks of the Super Scope, check out page 96 for a definitive review of both the hardware and the bundled software.

ALESTE ACTION!

Super NES owning scrolling shoot 'em up fans are likely to wet their pants in frenzied excitement when they play Super Aleste, available now as a Japanese import.

This vertically scrolling blaster is very reminiscent of Gunhed on the PC Engine, in that it's packed to the brim with baddies to kill with some of the greatest power-up weaponry yet seen on a console game!

Interested? You should be! MEAN MACHINES will be giving this game the once over in a future issue. In the meanwhile, feast your eyes on these screenshots!



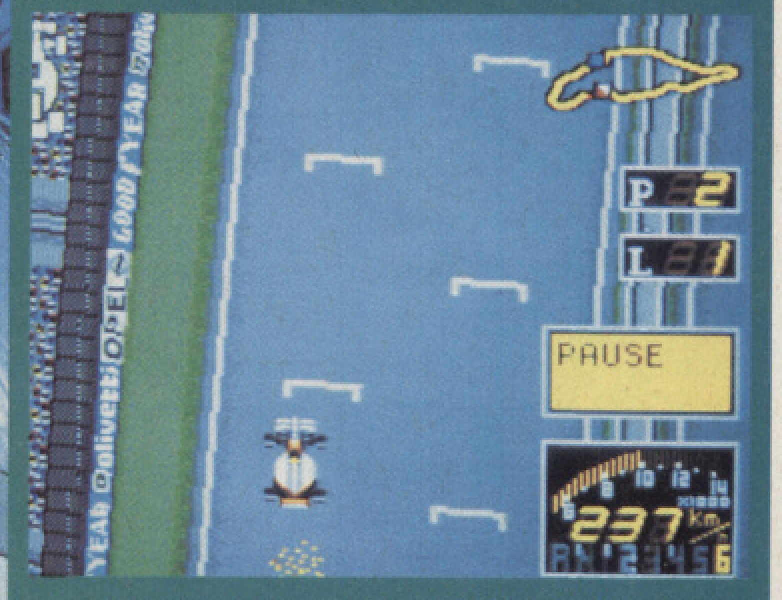
Thanks this month go to Console Concepts of Stoke (0782 712759), who sent use all of the import games featured in this issue.

SUPER NES IMPORT ROUND-UP

Five new Super NES import titles have found their way to the MEAN MACHINES office.

Musya is a platform game with slash 'em up overtones which boasts average graphics along with mediocre gameplay. World Champion Super Boxing is a sad attempt at a boxing sim that should be avoided at all costs. The Official Super Famicom F1 Grand Prix is a barely average overhead scrolling race game which is quite a lot like F1 Circus (but not as much fun). Super Cup Soccer and Hat-Trick Hero are two football simulations that are simply not worth considering.

So, all in all, a rather sad month for imports with only Super Aleste (see the news story within these pages) worth considering.







DESERT STRIKE WILL FLY YOU TO THE HEART OF THE ACTION BEFORE YOU CAN SAY "SCHWARZKOPF".

One of the Middle East's craziest dictators has finally achieved nuclear capability and is threatening to zap anyone who stands in the way of his mad ambitions.

Without warning, the Madman invades a small, but very rich neighbouring Arab state and the U.S President assigns to you the 'covert' mission of piloting an Apache helicopter to neutralise his offensive capability.

In "Desert Strike" you'll need all the lightning reactions to cope with white hot action, plus the intelligence to plot a successful attack strategy.

You'll be in complete control of the action from a unique 3/4 top down perspective, flying 27 different missions including, rescuing POW's and 'human shields', defending oil fields and taking out SCUD missile launchers and nuclear reactor plants.

To help you negotiate the alien landscape and calculate the location of enemy armies and weaponry, you have an on-board battle map with satellite-generated data.

If you defeat and destroy the Madman's plans, the U.S. Government will want to reward you.

And who knows, you too may even get an honorary knighthood and a hero's nickname!

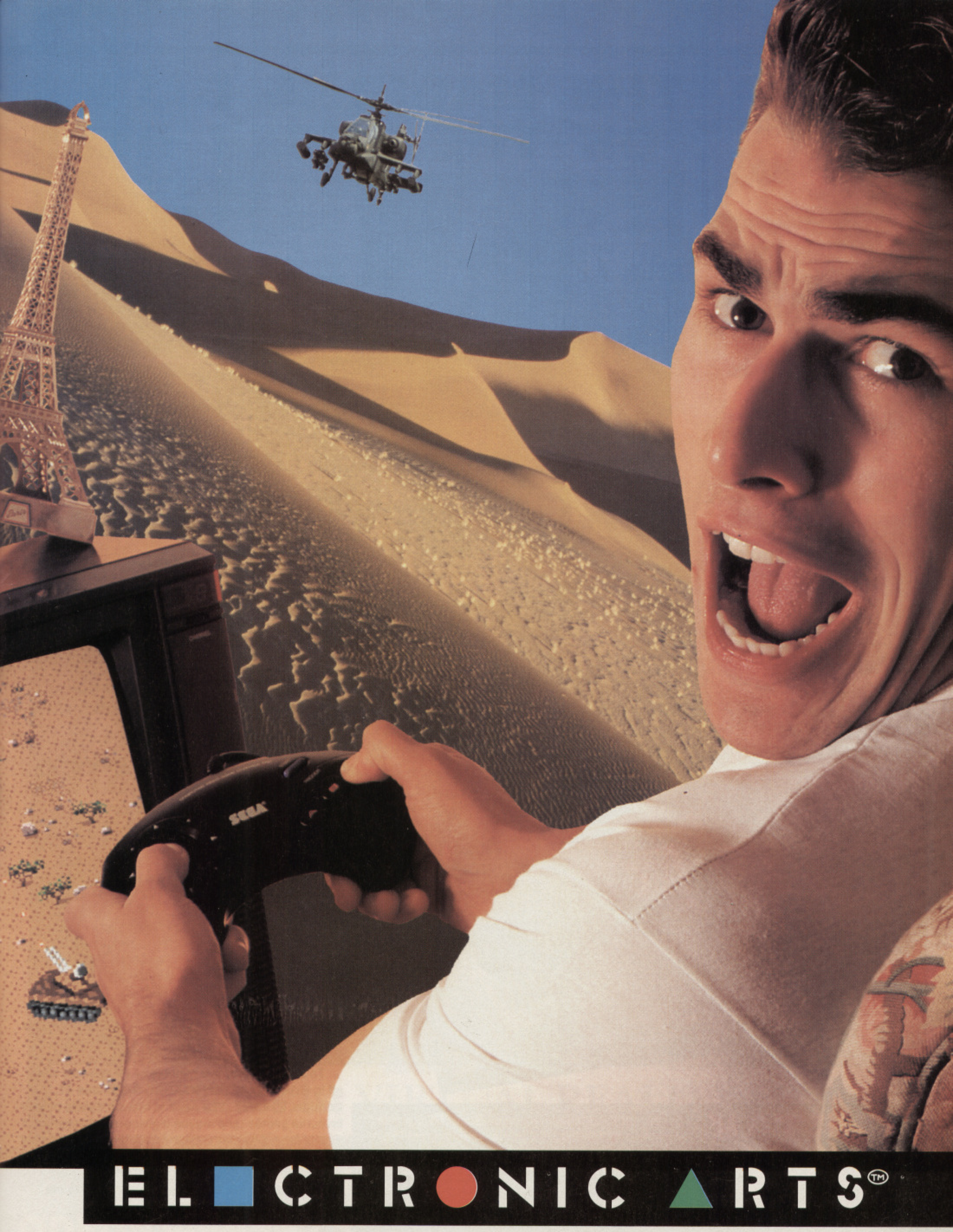




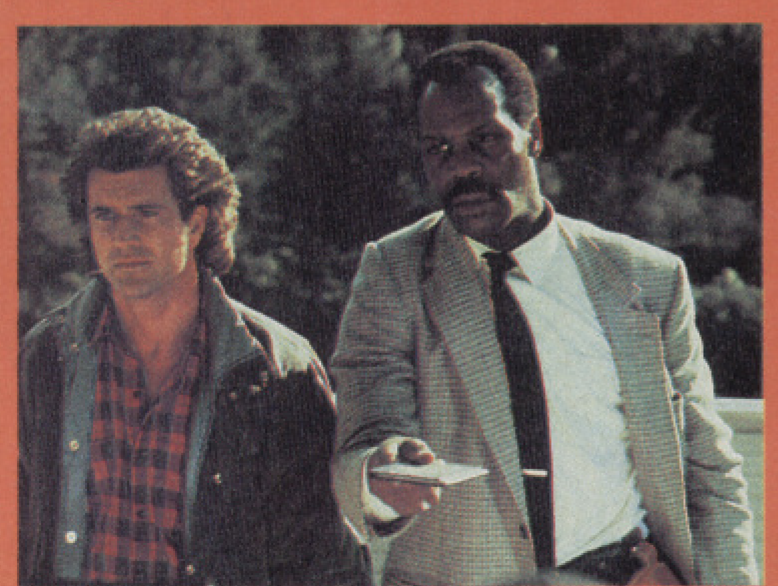
"A brilliant, original Mega Drive game that will keep blasting fans entertained for weeks"
94% & Mega Game Award - Mean Machines

"One of the cleverest and most playable Mega Drive blasts to date..... An absolute must." 93% & Hyper Award - Megatech.




SEGA
ELECTRONIC ARTS™

THE MAGIC IS BACK... ON THE SUPER NES!

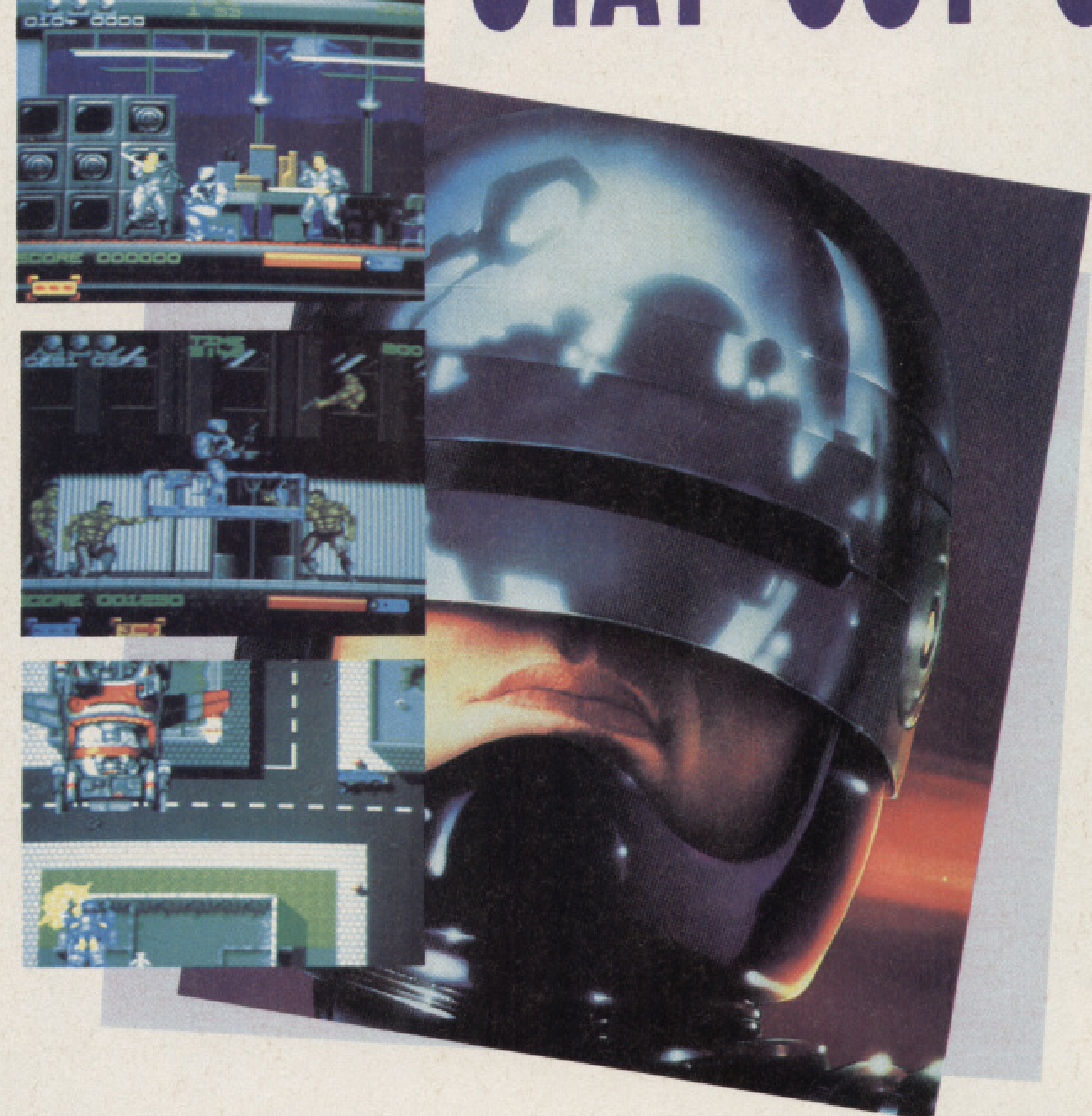


Ocean Software are getting well into the swing of their console development and are currently putting the finishing touches to one of their hottest movie licenses - Lethal Weapon!

The game allows players to take control of either Martin Riggs or Roger Murtaugh, each with their own special strengths and weaknesses which you must master in order to conquer the game. This game looks like being a really impressive platform shoot 'em up, with cute sprites (that bear little resemblance to the movie stars because of licensing difficulties) and non-stop action.

Released for the Super NES only, this looks like being a game to watch out for. Look out for more details and screenshots soon.

STAY OUT OF TROUBLE!



Keep your eyes peeled for Robocop III on the Super NES. This fast, super-smooth arcade-style platform game bears quite a strong resemblance to the Data East Robocop coin-op. However, it features all-new stages based on the forthcoming movie, including a vertically scrolling shoot 'em up section where Robo takes to the skies with his jet-pack and blows airborne foes into oblivion. As you can see from the screenshots, Robocop III is looking "right tasty" as we like to say. Stay with MEAN MACHINES for the latest details.

GAMESMASTER RETURNS!

Gamesmaster, the cult TV games programme, is reappearing on our screens in the autumn following the runaway success of its premiere series on Channel Four.

The show, with its average viewing figures of around 3 million, is to run for 26 episodes with the possibility of a fab one hour special around Christmas time. Once again, Dominik Diamond and Patrick Moore are presenting the series.

Gamesmaster is being filmed as we speak and the producers are anxious to get hold of people of all ages to appear as contestants, reviewers and to enter Gamesmaster's "Consoletation Zone".

To apply for your five minutes of TV stardom write off to **GAMESMASTER STARDOM, PO Box 91, London, E14 9GT**. You need to include details of your favourite games (and maybe highscores), background details (age, phone number and address) and a recent photograph.

Anyone wanting tickets to watch one of Gamesmaster's live challenges should write to the same address asking for details.

MISTAK KORNER

In last month's Megadrive versus Super NES article, we stated that Super NES game would be retailing at £45.00 and upwards. Happily, we can reveal that at the eleventh hour, Nintendo changed their minds, and that the cheapest Super NES titles now sell at £39.99 bringing them well into line with Megadrive titles.



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NEWS

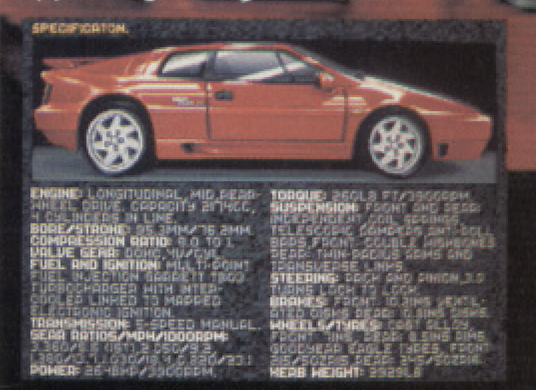
GREMLIN GOODIES!

Gremlin are currently hard at work on a veritable goodie bag of spanking new console titles.

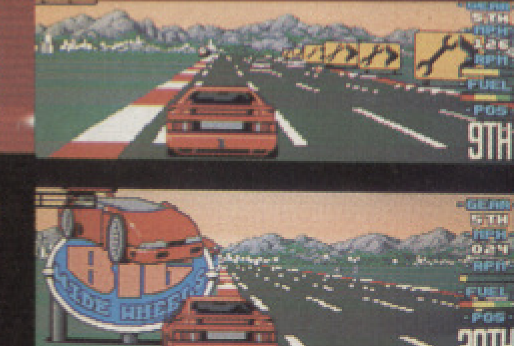
First is Nigel Mansell's Grand Prix, currently being developed on NES and Super NES. As the title suggests, it's a racing game in which you take the wheel of the current Grand Prix Championship leader's Williams Renault and race an entire Grand Prix season. Options allow you to adjust the car's parameters to suit the course and there's also a practice mode. From what we've seen of it, it's looking extraordinarily good, with one of the best road routines seen on console! The game is out in September and we'll be bringing you further exclusive reports over the Summer.

Another racing game currently being developed by Gremlin for Electronic Arts is Lotus Challenge, based on the massively successful Amiga game, Lotus Challenge II. This one's for the Megadrive and once again, the title explains it all, with the player being given the opportunity to drive either a Lotus Esprit or Elan like a nutter around a variety of circuits. There's single and split screen simultaneous two-player options, plus a variety of championship modes. The early demo we saw of the game is looking very tasty, and if the end result is anything like the Amiga version it could well be the greatest Megadrive racing game yet seen!

Finally, Utopia is another up 'n' coming Super NES title. It's a Populous-style game that lets you take control of a massive space colony and do battle with alien invaders. It's a complicated game, but offers loads of depth and literally months of play. Once again, reports on this highly original game will be appearing throughout the summer.



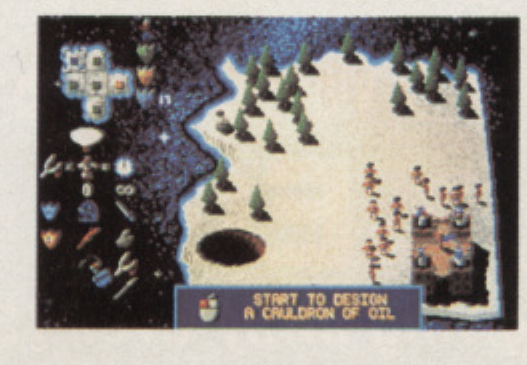






MEGA-LO-MANIA!

Sensible Software's fab Populous-style God game, Mega-Lo-Mania is heading for the Megadrive courtesy of Virgin Games. This amazingly successful Amiga game is being coded by Sensible Software as we speak, and promises to be even more entertaining and involving than the original game. We'll be previewing the game in an up-coming issue, but in the meanwhile, feast your eyes on these exclusive screenshots!





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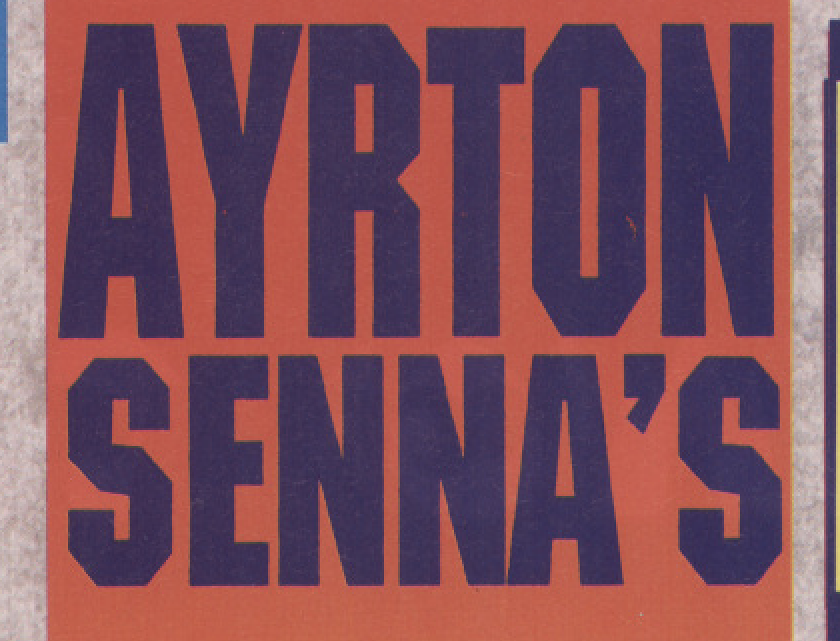
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Following the phenomenal success of the original Megadrive conversion of the Super Monaco Grand Prix coin-op, a console-only follow up has now been designed.

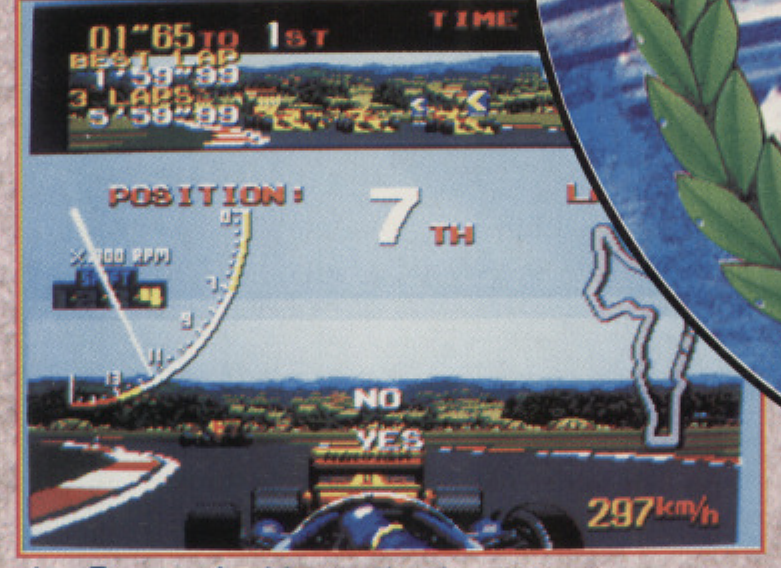
Once again you are thrown into the hot seat as a hopeful unknown on the world racing scene aiming for global victory by the end of the season. However, you are not alone in your quest for world tarmac domination. That wily old racer, Ayrton Senna, from whom the game is licensed is having a crack at yet another global title and doesn't want any race virgins standing in his way. Thus he has singled you out as his rival to publicly ridicule your failures and generally make you look like an utter dimwit. Can you reverse the compliment by dusting Ayrton's monkey exhaust pipe?

▲ The man himself briefs the player.



▲ Racing thrills and spills abound.





▲ Rear-end rubber action in evidence.

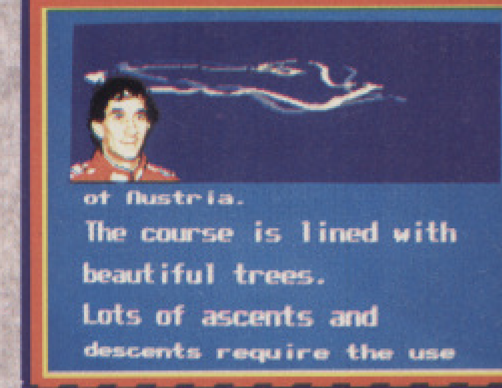
▼ Still more motor fun and frolics.





▼ Exciting straight frivolity here.





SEEING YOUR GP

If you'd rather forget about this personal vendetta between you and the boy Senna, there is a world championship to be won. You compete against fifteen other drivers across sixteen gruelling courses - each based on a real-life circuit. As in a proper GP, points are awarded according to your finishing position in each race. At the end of the season he with the most points wins. This stops you being eliminated from the competition every time you lose a race, although you may find yourself consistently at the bottom of the table.

COMMENT



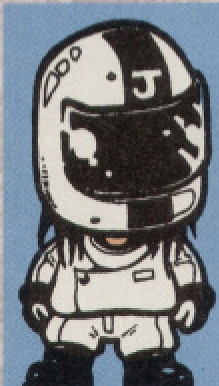
RAD

Super Monaco GP still ranks as one of the best racers on the Megadrive, and great things were expected from the sequel. The main body of the game remains the same as the original, with the same choice of transmissions, most of the same tracks, the same graphics and pretty much the same gameplay. Herein lies the problem with Super Monaco II. Although there are some new tracks and the Senna GP option, there really isn't much difference between this and the original. In fact the Super Challenge option which appeared in the first game has been left out! That's not to say Super Monaco II is a bad game, because it's really very good. The problem is if you own the original, there's nothing here which would warrant the extra expense of buying the follow-up. If you don't have the first title this might be worth a look, but to be quite honest the original provided better value for money.

ONE-ON-ONE RUBBER

Such is Ayrton's desire to have you on a slab that he has actually set up a special tournament for the two of you. Ayrton has selected his three favourite courses from around the world and challenged you to a one-on-one series of races upon them. Beat Ayrton across two or more of these and his head should hang in the shame of defeat.

COMMENT



JULIAN

It must be said that great though this is, it's far too much like the original Super Monaco GP for its own good. The programmers have obviously used large chunks of the original Super Monaco GP program and simply added a few extra features. The in-game graphics are virtually identical, it plays in exactly the same way and even the sound is very similar indeed. When you consider what could have been done to the game - new graphics, an F1 Exhaust Heat-style car setup system, record tables, maybe even a split screen two-player mode - it's painfully obvious that Ayrton Senna's Super Monaco GP II is an opportunity missed in a big way. At the end of the day, it's a fun and exciting race game, one of the best available on the Megadrive, but it's definitely nowhere near different enough to be worth buying if you've already got Super Monaco GP. If you haven't, though, check it out.

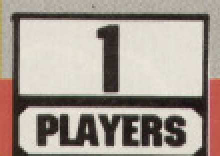
DEAR AYRTON...

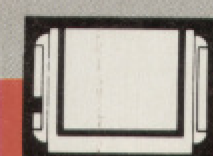
Despite being your rival, before every race, Ayrton himself imparts to you some information and advice on the course awaiting you. This might be something utterly useless like "I designed this course for go-carts. I look forward to seeing my son race on it someday." Or it could be much needed words of wisdom about which corners to be wary of and where to change gear.

BY: SEGA

PRICE: £39.99

RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: FABBO







PRESENTATION 90%

Nicely presented throughout with loads of pics of Senna and lavish presentation screens.

GRAPHICS 90%

Fast-moving 3D update and good quality graphics abound. The backgrounds are a bit samey though.

SOUND 82%

Dull engine noise and few other effects, but the tunes are quite nice.

PLAYABILITY 92%

Easy to control but still feels realistic. Plenty of high speed thrills.

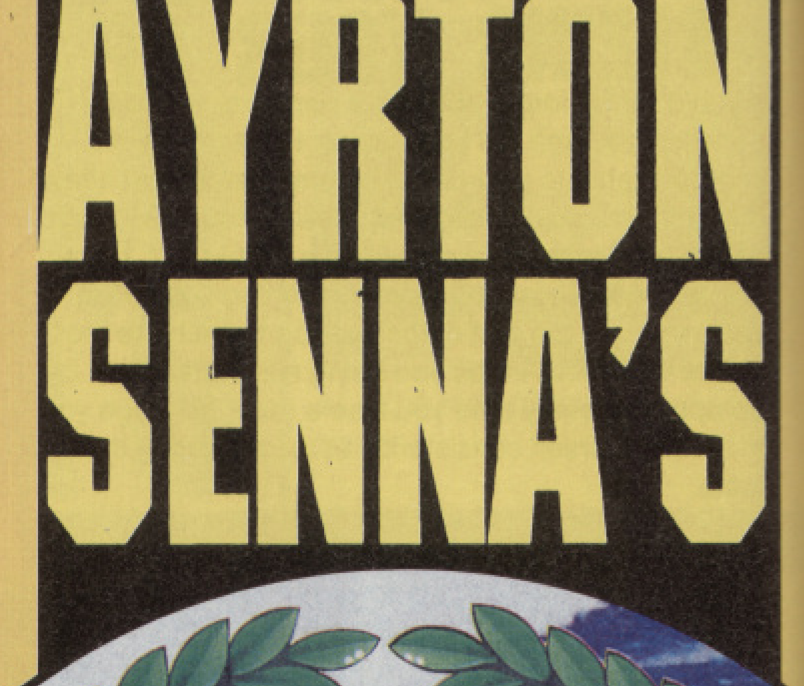
LASTABILITY 80%

There are nineteen courses to master, as well as three transmissions, but winning the GP doesn't take too long.

OVERALL 87%

A very good racing game - but if you've already got Super Monaco GP, this simply isn't different enough to be worth buying.





Monaco is famous for two things - the motor racing Grand Prix and Princess Stephanie. Interestingly enough, a game involving Princess Stephanie doesn't exist, so we'll just have to settle for another game about the Grand Prix.

The sequel to Super Monaco GP, cleverly named Ayrton Senna's Super Monaco GP II, comes with some dazzling new features. There's a construction option which gives the driver the chance to build the kind of car that suits him. Any self-respecting racing driver can tell you that in wet weather hard grip tyres are essential. The gears, wings and transmission can also be changed. Once the car is set, qualifying for pole position is the next priority. Getting a good lap time improves your grid position, giving the driver a greater chance of being first past the chequered flag.

If there is one man who is more likely to get his hands on the cup, it's Ayrton Senna, who endorses the game and offers advice on how to tackle the exhausting circuits. Total concentration is necessary to successfully negotiate the bends and take full advantage of the straights. But if Senna does win there is one consolation - he's being thrashed by Mansell this season!



CIRCUIT TRAINING

When you feel you're ready to challenge the nifty Brazilian, it's time to enter the World Championship. There are 16 circuits which span the globe, and getting used to each one is important. It is possible to go straight into a race but it means starting in last position on the grid. If the qualify option is chosen the lap times of the driver are recorded. The better they are the better the grid position.

QUICK FIT FITTER

Get those spanners out because it's time to construct the car. The procedures are fairly simple so don't worry about not being mechanically minded. Tyres are probably the most important part of the car - the weather dictates which type to use. Another dilemma is whether to use manual or automatic gear change. Manual gear change takes more time to master but ultimately yields better results.





POINTS MAKE PRIZES

-RESULT-

WINNER	A.SENNA	5'16"20
2ND	F.ELSSE	5'23"33
3RD	--YOU--	5'24"25
4TH	G.ALDER	5'28"59
5TH	K.MASSE	5'33"47
6TH	A.ASSEL	5'38"35

YOUR POINTS 4 PTS.
SENNA'S POINTS 10 PTS.

In the World Championship consistently good performances are necessary to be in with a chance of winning. Your placing is displayed in the centre of the screen. First place earns the driver ten points, and second place earns six. Beware when passing other drivers because if there is a collision valuable seconds are lost. Taking the correct approach when overtaking or negotiating bends requires fine judgement.

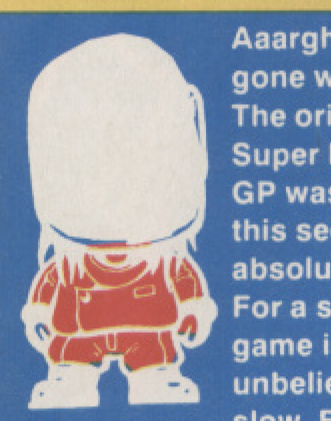
REVIEW





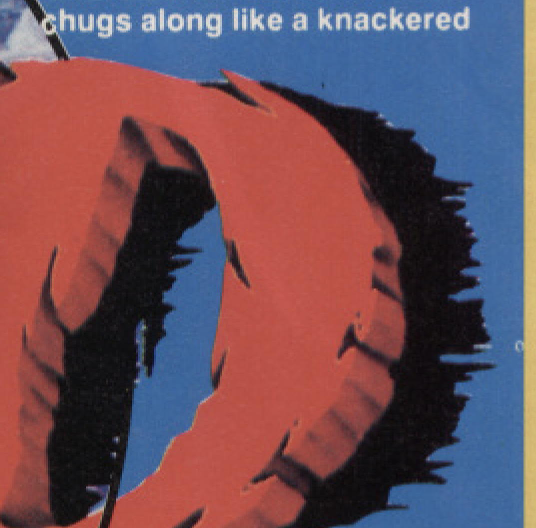
▲ *Burning up a computer car!*

COMMENT

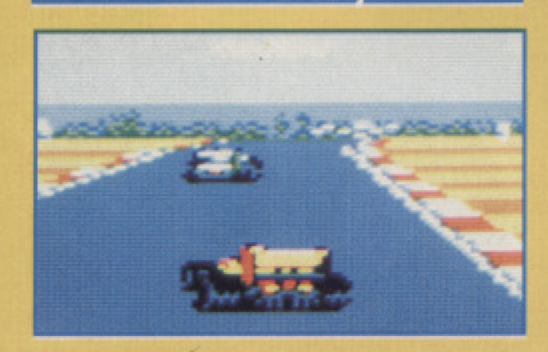


JULIAN

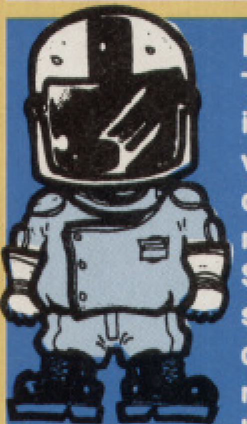
Aaargh! What's gone wrong? The original Super Monaco GP was great - this sequel is absolute cack. For a start the game is unbelievably slow. Even at top speed the car chugs along like a knackered



Yugo. Worse still is the jarring, grating sound. It's truly dire and had me reaching for the volume knob within a few seconds. Finally, the challenge level is very low. It takes very little practice to master how the car handles, and once you've got used to banging it down one gear for a 90 degree right and two gears for anything tighter and then changing up as you exit the bend you'll never crash and win all the time. If you're a speed freak after some excitement, check out the original Super Monaco GP, Chase HQ, Battle Outrun, Outrun... anything, really, except this hopeless travesty.

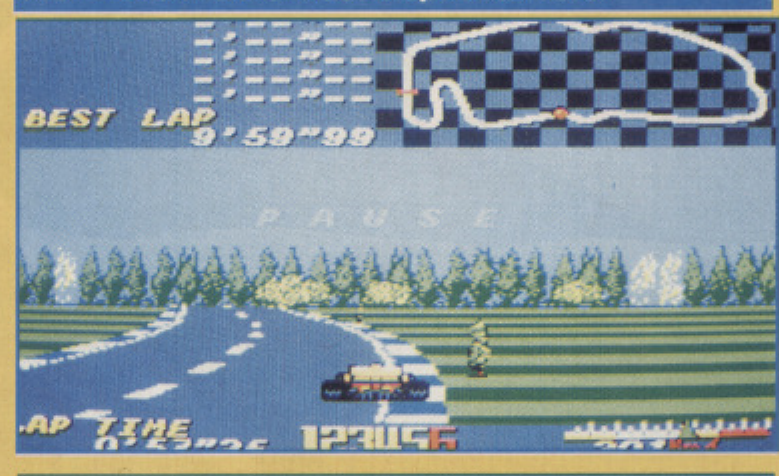


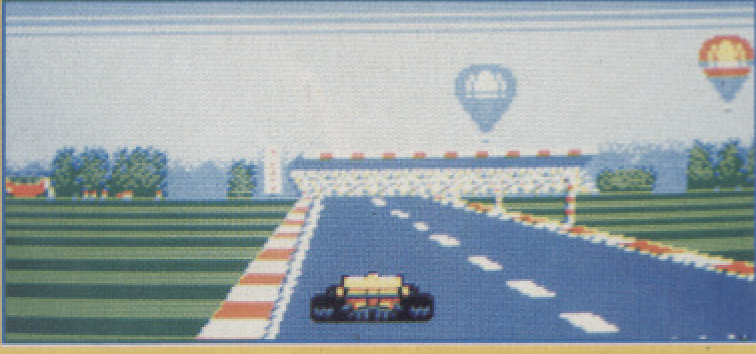
COMMENT



ROB

First impressions are promising. The range of options is more impressive than the Megadrive version, and although the idea of constructing the car is nothing new, it's still a useful option, as is Senna's advice corner. Once I started racing though it was a different story. The speedometer might claim the car is doing 300 kph, but I found myself expecting the vicar to come wheeling past on his bicycle. Basically, the whole concept of speed is unrealistic. Some of the blame for this can be directed at the graphics which, while not disastrous, do little to enhance the Formula One atmosphere. The music and sound effects contribute nothing to the Grand Prix experience either - the engine sounds like psychotic hair-dryer! Super Monaco GP II is a big disappointment and isn't a game I can recommend at all - even to the most inept of drivers.





HUNT THE BRAZILIAN

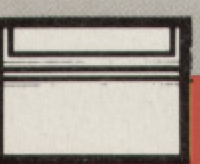
In the top right of the screen is a map of the entire course. It plots where you are and where Senna is. Although Senna gives advice on how to take advantage of the course, regular glances at the map are important in order to prepare for tight bends and chicanes. Every Grand Prix tends to have five or six laps so a mistake could snatch defeat from the jaws of victory.





BY: SEGA
PRICE: £34.99
RELEASE DATE: JUNE
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 2
RESPONSIVENESS: OKAY






PRESENTATION 87%
Quality title screens, excellent options including car construction and a handy password system.

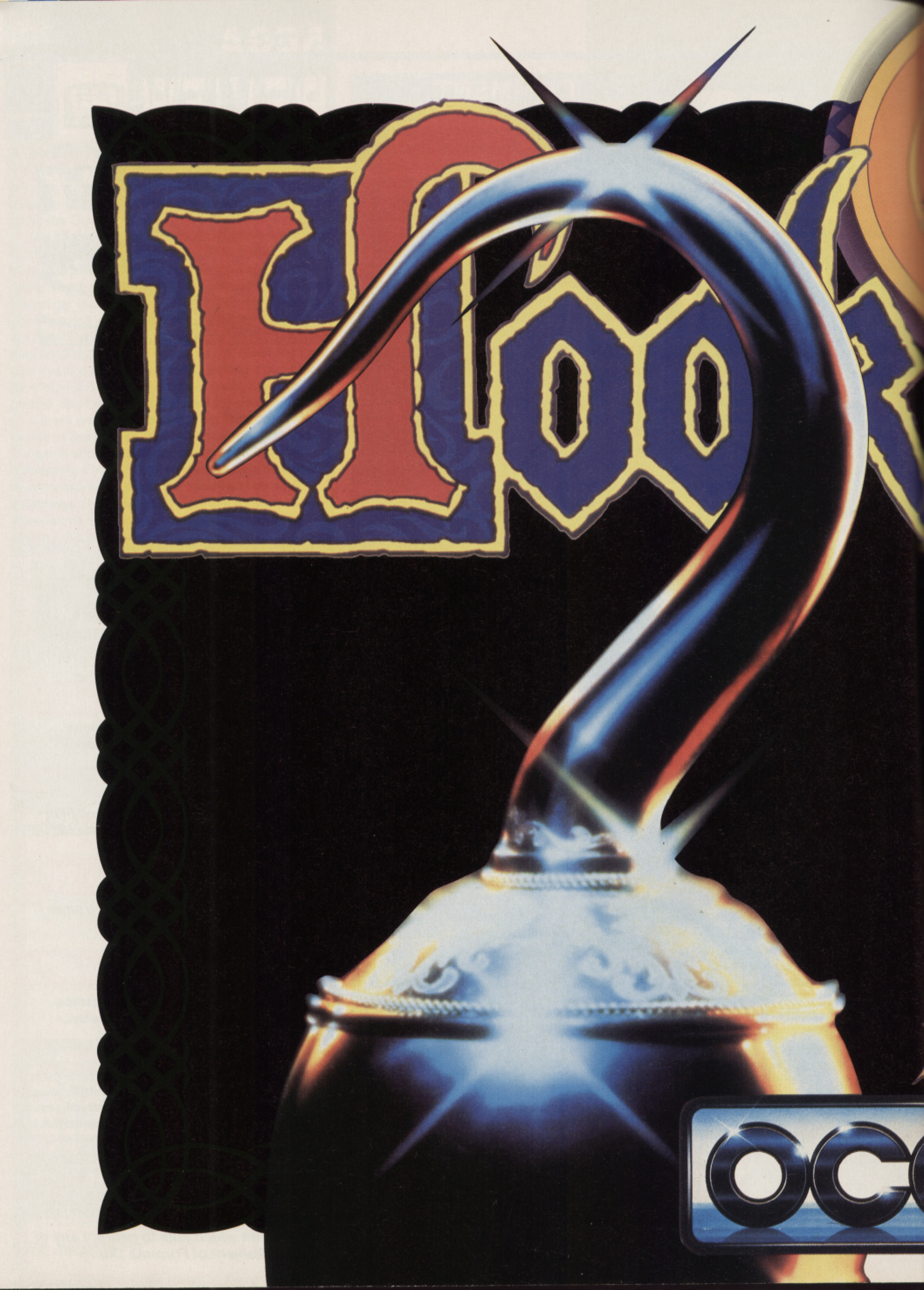
GRAPHICS 55%
Opening screens look promising and the colours are bright and varied, but the car, track and backdrops are poor.

SOUND 34%
Ghastly sound effects and revolting tunes provide the aural torture.

PLAYABILITY 46%
The slow pace and basic control method means this is easy to pick up and play...

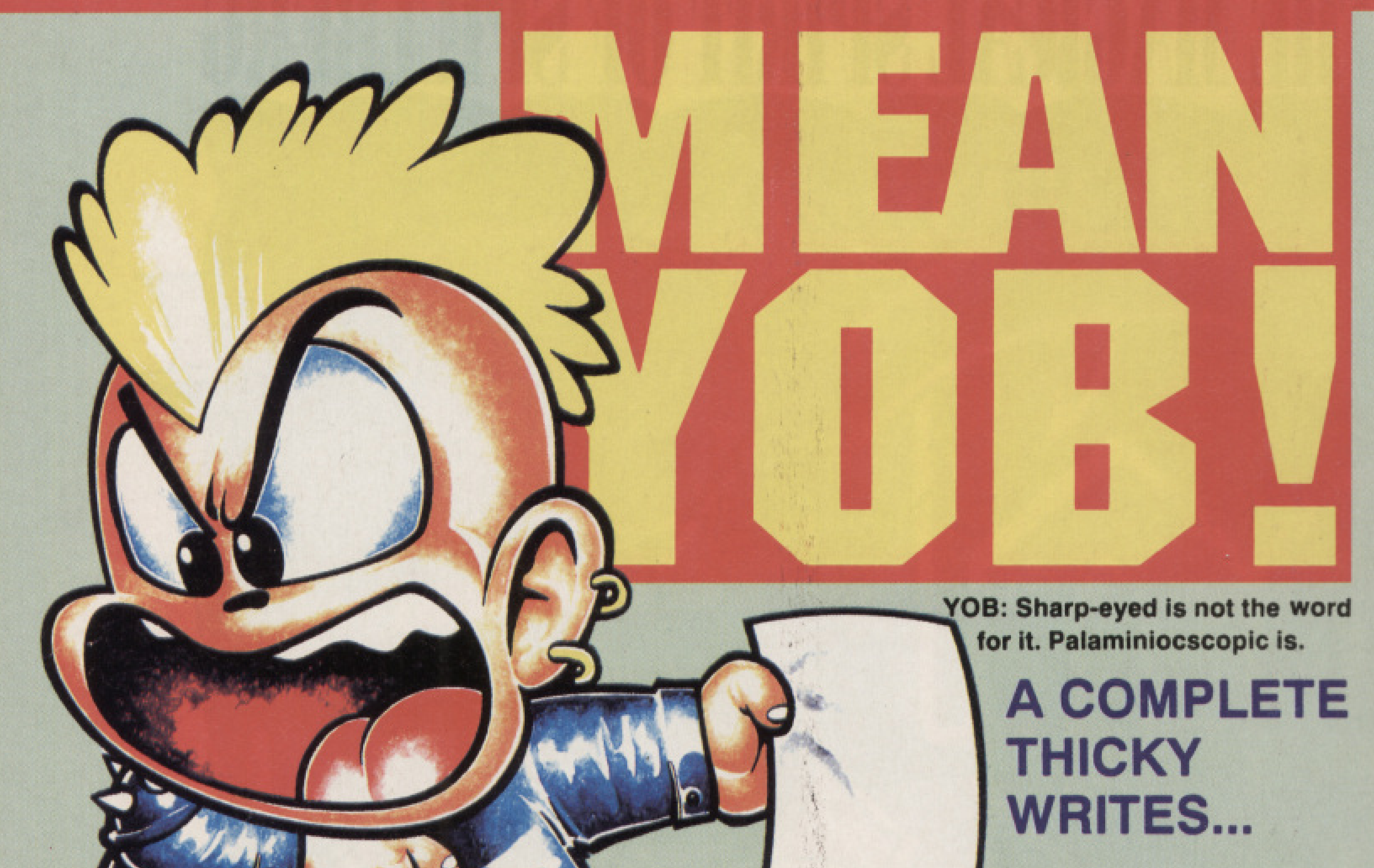
LASTABILITY 32%
...but the lack of depth, challenge and atmosphere means that even the most ardent racing fan will soon become bored.

OVERALL 41%
A highly disappointing racing simulation which fails to capture any of the excitement of Formula One.




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MEAN YOB!



The spaceship had come from afar. Many millions of years had it travelled, its inhabitants contained in cryogenic chambers. When they awoke, only three had survived, but they nevertheless prepared themselves as they neared their destination - Earth. When they landed, the three walked out of the craft and instantly melted. For they were Snowmen from the planet Fre-eze and it was ruddy hot. Meanwhile across town YOB was answering letters as he normally does at this time of month. If you've got anything of interest to say, write to: I'M A PHEASANT PLUCKER FOR I PLUCK FINE PHEASANTS MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

IT'S A LONG WORD, THAT IS

Dear YOB
On Monday April l6 I was watching Watchdog when I saw a kid reading MEAN MACHINES. Am I sharp-eyed or what?
Chris Williams, Hoddesdon, Herts

YOB: Sharp-eyed is not the word for it. Palaminiocscopic is.

A COMPLETE THICKY WRITES...

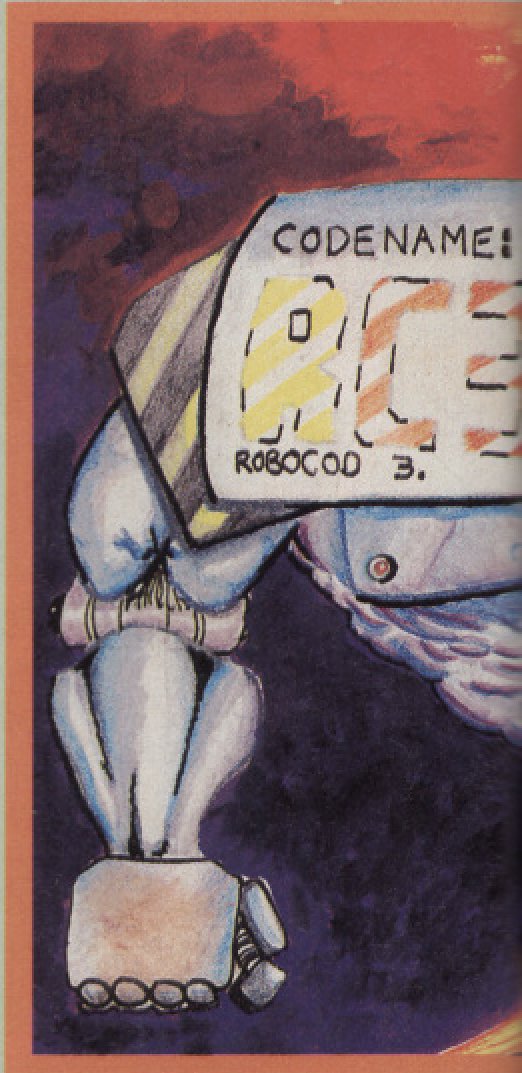
Dear YOB,

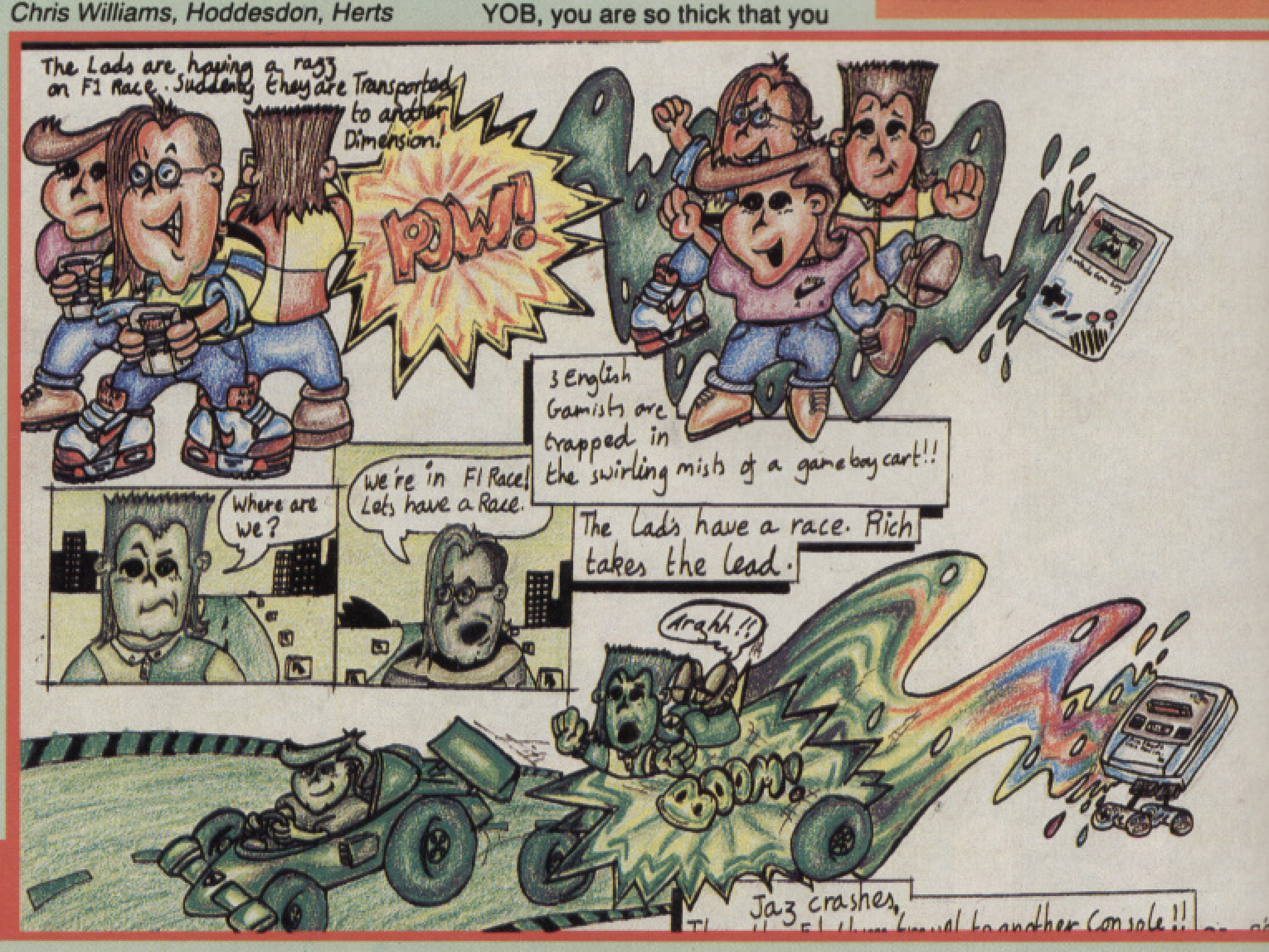
Last month you made a big mistake related to the Wondermega. You said that the picture was an artist's impression. If someone drew that I'll smack myself around the face ten times with a large haddock.

Why did you bring out that book with reviews from issues 1-5 in it? Most people have already got these issues and therefore won't buy it, doh!

YOB, you are so thick that you went past Texas DIY store and thought you were in America!
James O'Connel, Horley, Surrey

YOB: You'd better start smacking yourself in the face with a large haddock, because it WAS an artist's impression - it was drawn up on a computer. Doh! MEAN MACHINES issue 1 sold around 28,000 copies. By issue 5 we were selling around





The mysteriously named "Tom" did this.

50,000 copies. These days we sell around 110,000 copies per issue - that means (because you're obviously too stupid to work it out for yourself) that there are now 60,000 MEAN MACHINES readers who never saw any of those issues. James O'Connel, you are so thick if you found a dog turd on the floor you'd eat it because you'd think it was a Mars bar.

MORE DRIVEL

Dear YOB
Firstly we think your magazine is excellent, keep up the good work. But now onto a serious matter, recently while working in our lab, we came up with a great invention, the Super Drive Convertor. this ingenious device allows you to play SNES games on your Megadrive and we are now working on a similar device that allows yóu to play Megadrive games on your SNES. We think they will sell brilliantly and we will send you one as soon as we come up with the finished product.

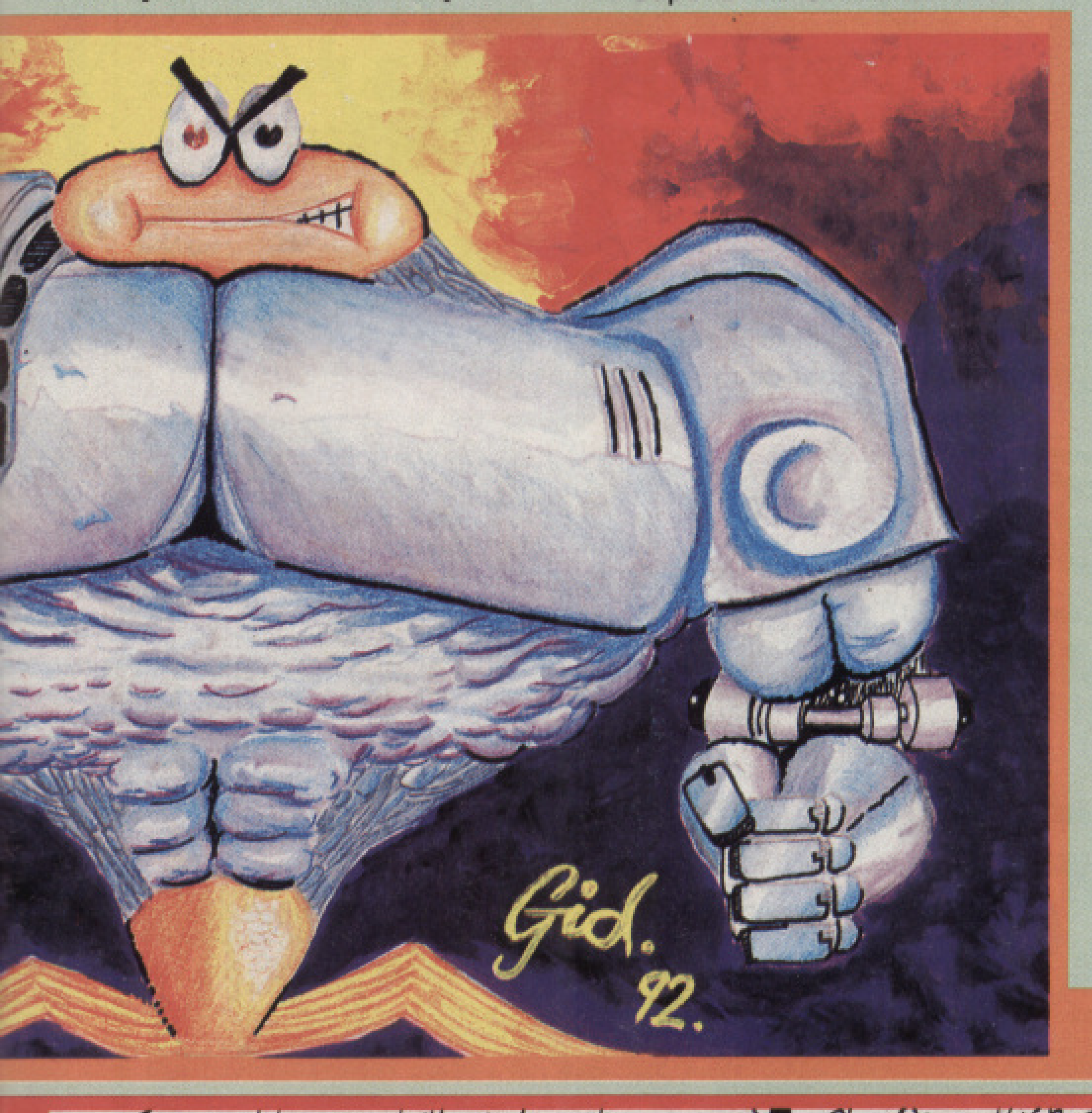
On our recent visit to the very chilly but scenic south pole, we came across a pair of stinking, steaming, sweaty undies (maybe they are yours?) in which we discovered a 64-Bit handheld made by the leading company Cinos (!?). It came with a vast variety of games which included the likes of: James Pond 3, Toe Jam and Earl 2 and yes, even we couldn't believe it, Sonic versus Mario.

Bob and the scientific men, Huddersfield

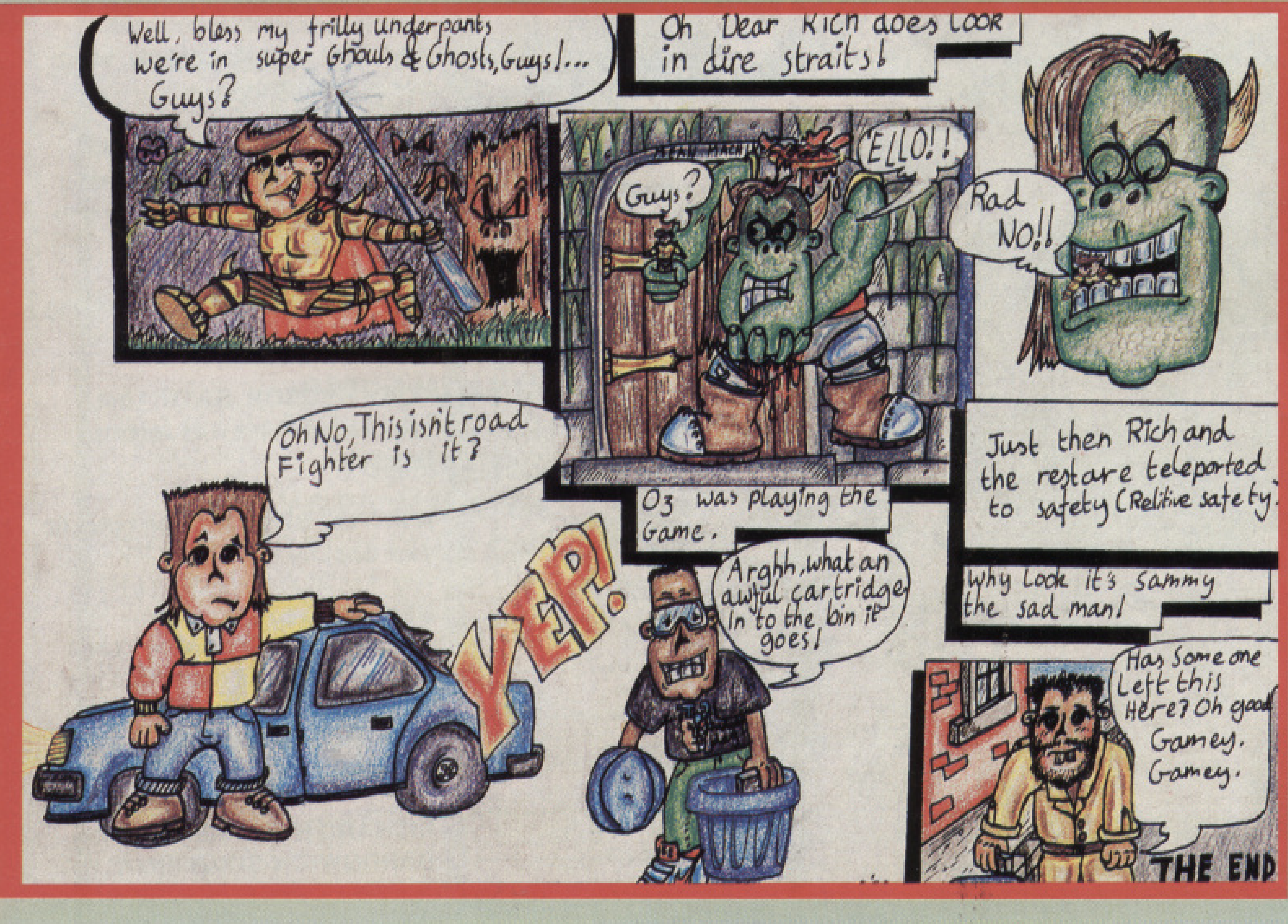
YOB: It's definitely one of those months, isn't it. All I've had so far is letters from idiots, imbeciles, morons and twerps, and now we've sunk even lower with this mindless drivel. Have people lost the art of decent letterwriting? Has anyone got anything interesting to say?



A somewhat morbid effort from Alex Bampton.



A fine effort from Gideon Reid.



ON THE ROCKS ALREADY!

Dear YOB
I wonder if you can help me make a very important decision which could affect the rest of my life. I have recently sold my Amiga and am currently waiting for the SNES to be launched so I can purchase it with the money raised from my Amiga.



Drawn by Sreenivas Krishna.

MEAN YOB!

The trouble is that my girlfriend thinks this money should go towards our future life together and threatens to leave me if I buy one. I am staining my pants with worry, is it lonely days with my SNES or married bliss?
Paul Colgate, Staines, Middx
YOB: Hmmm. Well, if your girlfriend is that tight, leave her.

A QUICK ONE-TWO

Dear Meanest YOB
I don't know why I'm writing to you but I just want to make a few points clear.

1. Last month I had the misfortune to read Total, the Nintendo mag. When I read an article which stated that Sonic might be coming out on the SNES. Surely they're wrong.

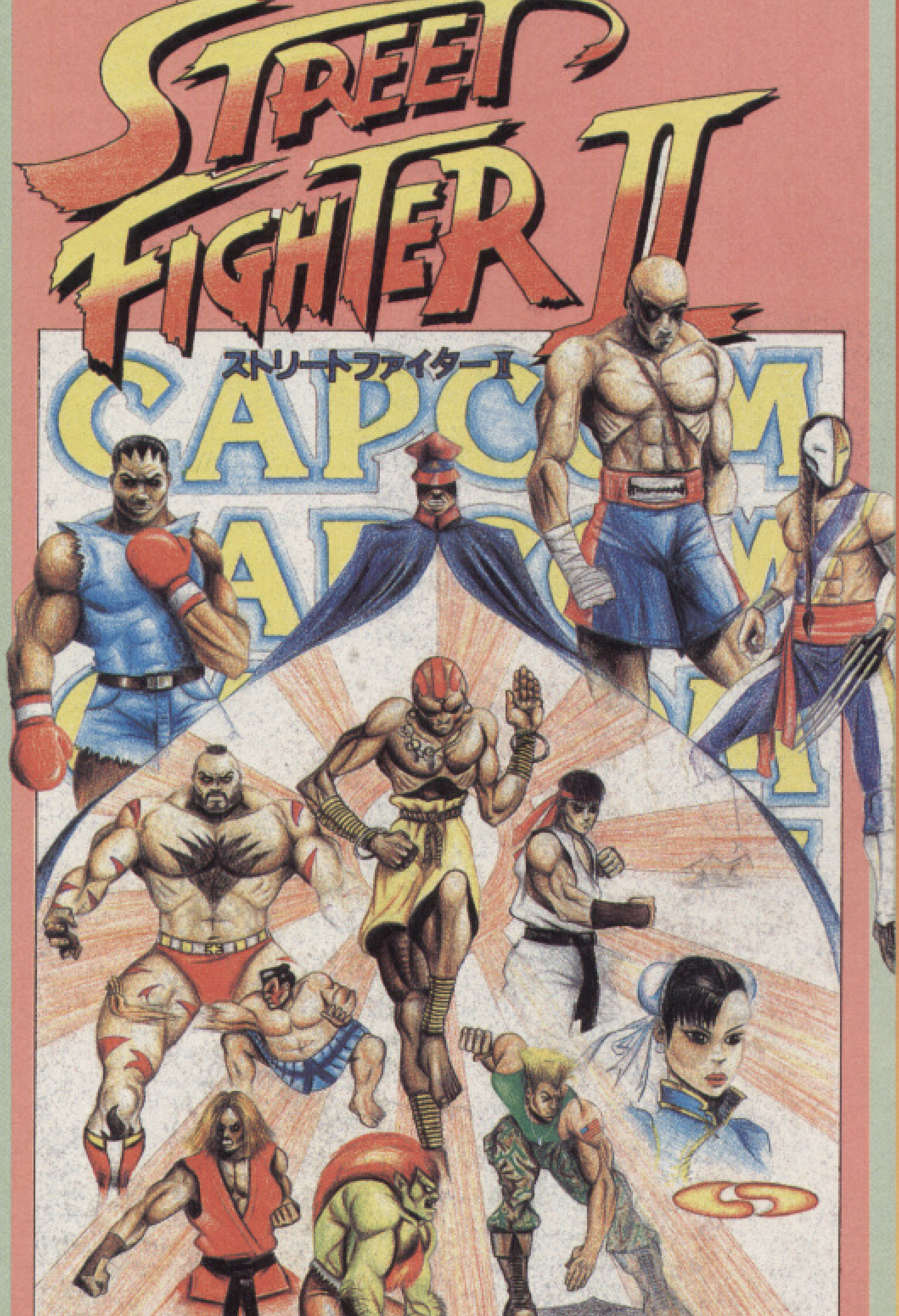
2. I have a dumb friend called Grant who believes that the IBM PC has better graphics than the Megadrive. Is this true or is he as stupid as a mental baboon?
Peter Hersee, Rugby
YOB: Yes times two.

WOW! SOMEONE INTELLIGENT!

Dear YOB
I'm tired of turning your fab pages every month and reading one or two letters from complete idiots. Why on earth do people say that MEAN MACHINES prefer Nintendo games and give them good reviews, don't they know that you gauge NES games by other NES games. If one NES game is given a favourable review it's because it's better than most NES games, didn't anyone see the 9% Road Fighter review? And why oh why do people keep comparing consoles and computers can't they just buy the one they prefer? I think you should insult people for being complete pillocks and for being stupid enough to insult you, why bother insulting someone who can answer your questions? Just to finish off, Why don't you give away a SNES for the star letter? I wouldn't complain.
Justin Jeffries, Streatham, London
YOB: What you say is true. And I do insult people who are complete pillocks, and those who aren't, such as yourself, remain unscathed. Should someone send in the best letter of the month and want a Super NES instead of £150.00 worth of software, I'd be more than happy to send them one.



Another fine piece of art of Gideon Reid.



A brilliant montage based on Street Fighter II.

MYSTIC YOB

MATTHEW STAUNT, LEICESTER: Get a job you lazy git and buy it yourself.

BEN CULVERHOUSE, LANGFORD: You're so utterly pathetic and feeble that you're not even worth insulting.

PETER BORG, CLAPHAM: You can't draw and you can't write. What kind of remedial are you?

ANDREW GALVIN: Don't then.

HARRY LEDWITH, OXFORD: Don't wait for us to ask you, send one in immediately.

KC BAKER, WEST WATFORD: You ARE a little teapot and the men in white coats should be with you soon.

LEE POVEY, CLAPHAM: Nothing at all you retarded runt.

TOBY HUDSON, BATH: I bet you're best mates with Jeremy Beadle.

N PATEL, BOLTON: Don't give up your day job.

BEN SINGLETON, LEIGH-ON-SEA: I'd have kicked their heads in, but then that's me...

D HART, GRIMSBY: Don't be a div all your life.

RICHARD HOLLINGWORTH, BARROW-ON-SOAR: Sorry, no.



IN THE BEGINNING
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AIRWOLF
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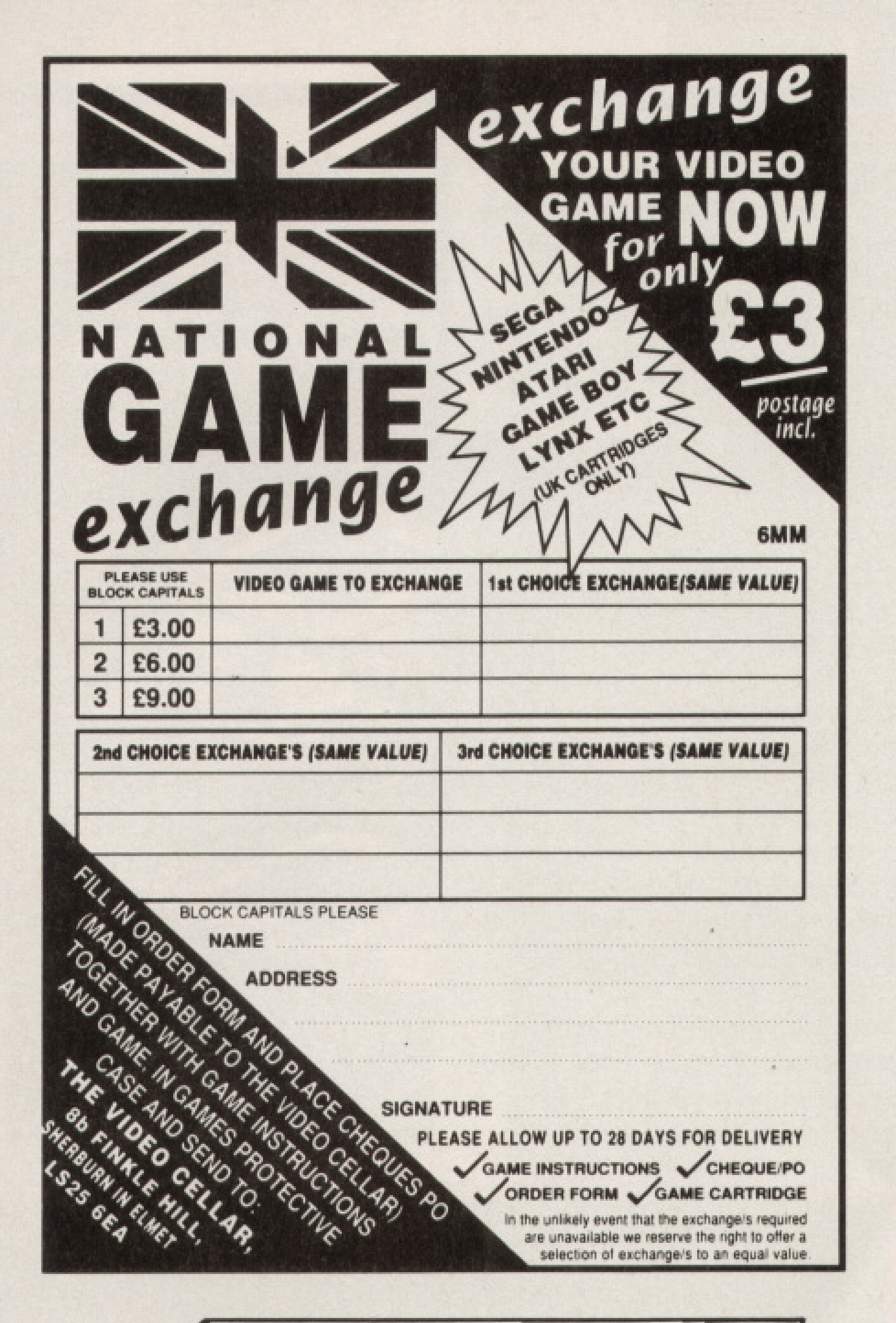
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Stomp, stomp, stomp. Here comes Jazza in his Sidi Top Action megaboots ready for two things: kicking in the doors of cars that cut him up when he's on his bike and answering all your lovely questions. If you've got anything you wish to know, write in to: MHYRUS GHIKLOP HUISOAP NGKLOP FICLSA HGMAOQP NAGSTDLK Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. It's as simple as that...

SEE AN OLD GX4000...

Dear Jazza
Please could you answer a few questions with your extreme intellect:

1. I have seen a picture of a device called a Gameboy plus which you attatch to your Gameboy and it enables you to use six fire buttons. I am eager to know when it will be released

2. How much will it cost?

3. I have also seen a picture of Streetfighter 2 on the Gameboy and would like to know when it will be released.

4. Some of the kids at our school reckon that Gameboys are crud because they are not in colour, please put them straight about this brill machine.

Ian Herries, Felixtowe, Suffolk

JAZ: 1, 2 and 3. That's CVG's April fool you're talking about Suckaaaaaaah! 4. Have those idiots actually played them?

THAT'S YOURS, THAT IS

Dear Jazza
with regards to the SNES, I have a few questions which are puzzling me.

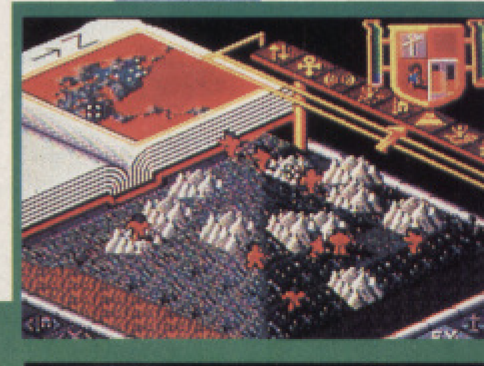
1. Will there ever be a keyboard and/or disk drive for the SNES? I ask this because the machine has great potential in the graphics and sound departments.

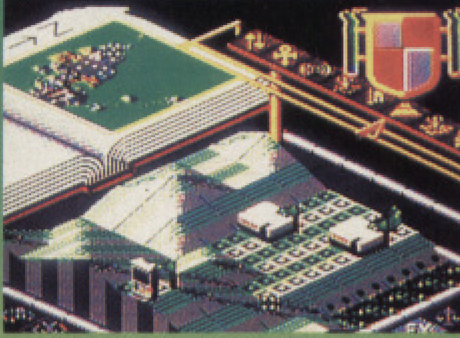
2. If Electronic Arts do not start making excellent games for the SNES then I will go mad because they are definitely the best programming team around. So please Electronic Arts, start making SNES games and make this SNES owner a happier one.

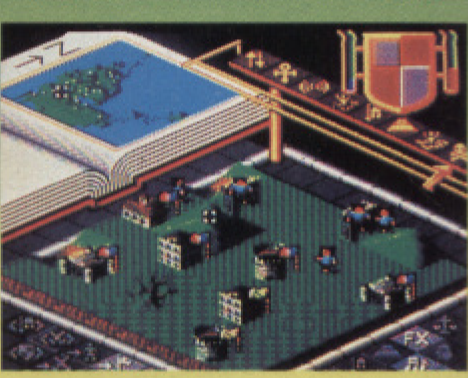
3. Finally, will my favourite arcade blast, Metal Hawk, be released on this wonderful machine?

C Wilson, Tunbridge Wells, Kent

JAZ: 1. Possibly in the future - we'll let you know when we have more information. 2. Well, EA, you've heard the man - get on with it! 3. It would make an ideal conversion, but at the moment there are no plans to release it.







IT'S YOUR FAVOURITE CONSOLE

Dear Jaz
With the likes of Populous, Sim City and soon, Powermonger on console, will we ever see games like Mega-lo-mania or Space Crusade converted from computer? Also, will there be an add-on for the SNES that will allow you to play NES games?

Rob Collier, Leominster, Herefordshire

JAZ: Mega-lo-mania might possibly appear, and Innovation are working on a NES/SNES adaptor as we speak.



SEE ROAD FIGHTER...

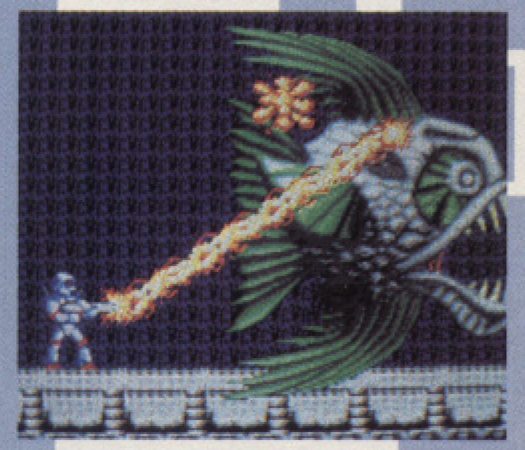
Jazza
Please answer these questions as it is essential that I know them:

1. It mentions at the end of Turrican 2 that Super Turrican is going to be released on the SNES, is this true?

2. In ACE, the computer magazine, it says that Mario 5 is going to be packed full of all the previous Mario games, all of this crammed into a SNES cartridge. ACE have been known to lie, so could you set the record straight?

3. WWF looks and sounds fantastic, but all the other games like Gameboy WWF and Wrestling Challenge have been easy to complete. Wrestlefest is even worse, I completed Royal Rumble on my second go, so is Super WWF easy to complete?

4. Just one more thing, tell my Mother and Father to get me a



SNES for my birthday, I have been working hard to get one.
Ben Williams, Douglas Isle of Man
JAZ: 1. Yes - we'll have a report on it in the Summer. 2. We've heard nothing about it as yet, so I'd treat it with a lot of skepticism. 3. Yep. 4. No.



YOU KNOW A FLATULENT BABOON...

Dear Jazza
Could you please answer these questions as I am desperate to know and if you don't answer I'll be upset!

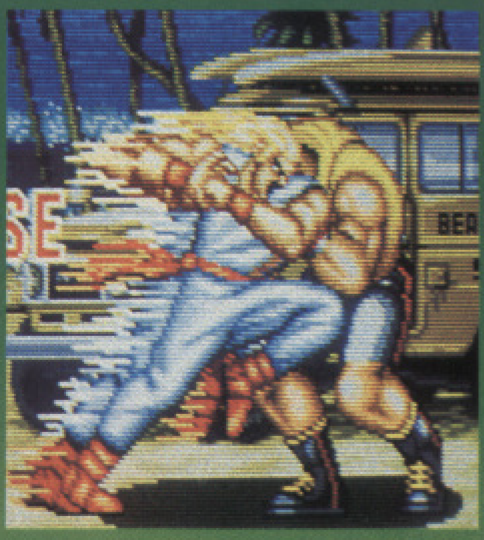
1. Is the Simpsons on the SNES the same as the arcade game, and is it any good?

2. Is the CD for the SNES better than the Mega CD?

3. Are the games Midnight Wanderers, Rad Mobile and Fatal Fury coming out on the SNES?

4. Are there going to be any more racing games? I have heard





that Hyperzone is going to appear, is it any good?

5. Are there going to be any Disney games on the SNES?

6. Are there going to be any art programs on the SNES?
Alex Healy, Broad Green, Liverpool
JAZ: 1. No and I don't know because I haven't played the finished version yet. 2. From what I've heard, yes. 3. No. 4. Hyperzone is crap. 5. No. 6. I doubt it - console art packages are rather pointless.

YOU WROTE THAT,

Dear Jaz
I own a Megadrive and am thinking of upgrading it to a SNES when it comes out. Please could you answer these questions before I take this big step:

1. Does the UK PAL SNES heat up when you have been playing for a while like the Japanese one does?

2. Will the UK SNES games cost £35 like it said on Gamesmaster?

3. If I get a SCART SNES will it connect up to my PAL television with a SCART lead? If not, what does a SCART lead do?

4. Will all the great US and Japanese SNES games get simultaneous release in the UK?
Phil Dalton, Driffield, North Humberside
JAZ: 1. Naaah. 2. No, £45.00. 3. No. SCARTs are higher quality than PAL. 4. No.

YOU LOVE THAT GAME

Dear Jazza
I have just taken time out from writing my final year project, which will hopefully guarantee my BSc degree (not all console users are 12 year old kids), to ask you a few questions about the SNES.

1. Why is it that Nintendo have made the official British SNES non-compatible with either the US or Japanese models? When the US SNES was released it was only the size of the carts that was different, but with the British model they have included a protection chip in both the machine and the cart. This stops British machines using imported software and vice versa. Have Nintendo done this to spite all the people who bought the Famicom before it's official release, when all we were doing was supporting a machine that we felt was superior over the available competition. The main answer I require is will there be a convertor made that will be able to tackle the problem of the protection chip?

2. Have Nintendo pencilled in a release date for the CD-ROM system, and will the system be compatible with all the machines?

3. Do you know if there will be a four-player adaptor or machine link cable for the SNES? And if so when?
Matthew Birkin, Newthorpe, Notts

JAZ: 1. There are loads of companies working on them as we speak, and I'm sure that one will inevitably appear. 2. No and no. 3. Not at the moment.

THAT'S YOUR MOTHER, THAT IS

Dear Jaz
I am writing to complain about your lack of reviews of software for the Game Gear. Please could you answer some questions to compensate?

1. Are any of the following games coming out for the Game Gear: Tetris, Revenge of Shinobi, Bart versus the Space Mutants and the Turtles coin-op?

2. Can you still get Punch Out for the UK NES?

3. Is Mario 4 going to come out on the NES?

4. Is it true that there is a game called Super Wonder Boy for the Game Gear?
Alex Brown, London
JAZ: 1. All no. 2. Yes - it's great. 3. No 4. Yes.

IT'S YOUR GIRLFRIEND

Dear Jazza
Me and my sister have a Japanese Megadrive and we spend many sleepless nights playing with it together. We hope you don't mind us asking a few questions.

1. How do you take photographs of the Bosses on Spiderman?

2. When will the Megadrive be officially released in the UK?

3. Will there be a TV tuner for the Gameboy? As I have heard that there is one coming out for the Game Gear.

4. Is there a convertor for the Megadrive which enables it to play SNES games? If so how much does it cost?

Please answer these questions as we are new to consoles and we haven't a great deal of knowledge about them.
Daniel and Louise Riley, Loughton, Essex
JAZ: 1. With a ruddy expensive camera and loads of gamesplaying skill. 2. It has been for 18 months you dozy nits. 3. No. 4. No.

SORRY, I'M TOO BUSY ON MY SNES...

Dear Mr Jazza
This is my third letter to you. If you print this letter in the totally skill pages of MEAN MACHINES I will persuade my big sister to give you a big wet frenchy.

1. Is Lemmings appearing on the Game Boy?

2. Are there plans for an NBA five on five?



3. When will the NES X-Men game be in the shops?

4. In your opinion, what are the best Mega Drive sports and racing games?

Neil Rae, Uphall, Scotland

JAZ: 1. Yes - later this summer. 2. No. 3. Later this year. 4. John Madden's 92 and Road Rash.

IT'S MY SNES

Dear Jaz
Hello mate, please answer these questions for me:

1. Will the original Star Wars shoot 'em up or the awesome Chase HQ ever be released for the SNES or Megadrive?

2. The Megadrive's Streets of Rage has some excellent music. Will the SNES ever lay eggs of this standard?

3. When the Mega-CD or SNES-CD finally come out of hiding will they create games with real music like you can hear on a normal CD?

4. Please supply me with the Chairman of Nintendo's personal address, I've got lots of questions for him.

5. Finally, will we all be brought together one day in a brothel of love with a luxurious soapy orgy of tenderness and joy? If not, why?

I leave these questions with you in the name of Jesus Christ, amen.

An Evil person from Norwich in Norfolk

JAZ: 1. Nope. 2. Eh? 3. Yep. 4. No. Anyway he wouldn't be able to understand them because he can't read or speak English. 5. Only if you died.

AND YOU CAN'T PLAY ON IT

Dear Jaz
I've been reading your mag for ages and I think it is excellent. I have a few questions for you:

1. I purchased a SCART lead from my local Virgin Megastore. When I got home I connected it to my Official Megadrive and then to my TV with it's SCART/Euro connector lead. After half an hour of hell I discovered that I couldn't get a picture at all. I tried to tune it through the video but to no success. Please help me.

2. When will Speedball 2 be on the shelves?

3. It has been said that Electronic Arts are working in a game called Space Hulk. Do you know anything about this? If so, will it be out on the Megadrive?

4. When will Aliens 3 be available?

Alan Robertson, Dumbarton, Scotland

JAZ: 1. Sounds like one or the other is shagged. 2. It's out now. 3. It's one of those massive Buck Rogers type games. There'll be more news about it later on this year. 4. Around October/November time.

I DON'T CARE...

Dear Jaz
Please answer my questions, they are really important to me.

1. Once upon a time I was playing on John Madden '92, I chose a play action and passed it to the quarterback, he mysteriously shrunk to 1/4 of his normal size and turned into the referee(I know it sounds crazy but it's true). Please explain what happened.

2. I'm selling my Megadrive and getting a SNES in a few days. Do you know if It Came From The Desert or Ant Heads are coming out for it? And if so, when?

3. When will Super Contra be officially released in the UK?

4. In issue 16 you reviewed Mario Lemieux Ice Hockey. It Showed three players but they were wearing roller skates, and instead of a puck there is a red ball I've never tried Ice Hockey with roller boots on, sounds fun!

Gareth Davies, Fulwell, Sunderland

JAZ: 1. The program went wrong and crashed. It occasionally happens, so don't worry about it. 2. It's coming out on PC Engine CD-ROM I'm afraid. 3. Not for yonks. 4. Yuk!

'COS IT'S YOURS

Dearest Jazza
About half a year ago I bought Snake Rattle & Roll for my NES. I was amazed by the quality of it's gameplay. After months of hard practicing I finally completed it. I watched the end of game sequence and it indicated there would be a sequel called Snakes In Space, I was absolutely delighted but I've noticed you haven't mentioned anything about it. Have you any information on this game? Please, please print this letter because I'm the biggest Rattle & Roll fan.

Jake "The Snake" Roberts, Stone Mountain, Georgia, USA

JAZ: It's still being programmed and won't appear for another 12 months or so.

I THINK YOUR SNES IS SMELLY

Dear Jazza
Could you answer some questions about the Mega CD please?

1. Is it true that the official Mega-CD will not be released until early 1993?

2. If so, why? Because I think it is unfair on official Megadrive owners.

3. Will Streetfighter 2 or '92 be coming out for the Mega-CD? Because the complete guide to Megadrive magazine showed some early screenshots.

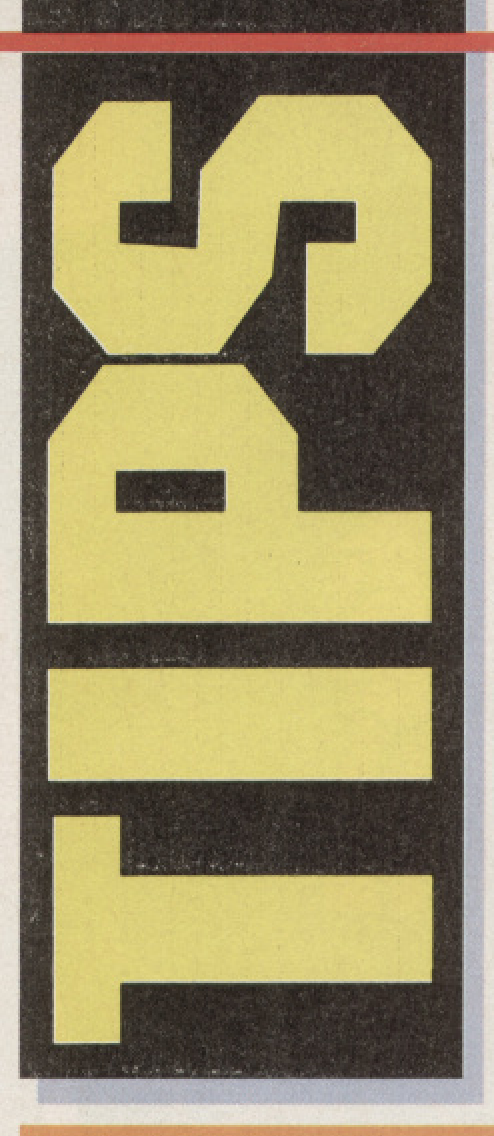
4. If so, when?

5. Why haven't you previewed CD games like Dark Wizard and Aisle Lord? Because another mag has and they look brill! Just what Mega CD players are waiting for.

A McCandlish, Shadwell, Leeds

JAZ: 1. It might well appear before Xmas. 2. So what? There's nothing to play on it anyway! 3 and 4. Not that I know of. 5. You can't play them 'cos they're all in Japanese.





"Yo dudes!" as annoying Californian surfing types tend to say. Welcome to the June issue's Tips Section, packed with just about every valuable hint and tip sent in to us this month. We're always on the lookout for topper hints, tips and maps. Indeed, each month we hand out £150.00 worth of software to one lucky tipster. Who knows? Next month that may be you! Send in all your stuff to MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember, the quicker you send them in, the more chance you'll have of winning the star prize.

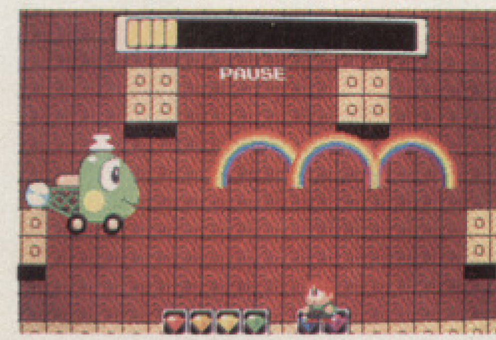
ARCUS ODYSSEY

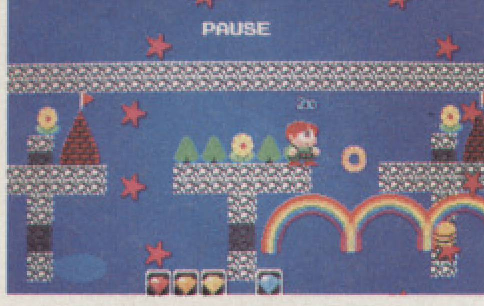
If you fancy a few tips for this decent Gauntlet-esque title, examine this stuff sent in by someone who forgot their address - doh!

Enter the second room in Act III for some bonus goodies. In Act IV watch out for the shadows on the floor as there's a load of dragons just waiting to attack!

RAINBOW ISLANDS

Here's an interesting tip from Mr Unknown for this decent conversion of the Taito coin-op. To gain all of the potions and the speed shoes press **UP, B, DOWN, LEFT, C, A, A, B,** and **C** on the title screen.







THE IMMORTAL

Matthew Martin from Lowestoft in Suffolk has sent in this cunning tip to avoid the sensor room on level five of this excellent RPG.

First of all, buy the shrink potion and return to the first room. Drink the potion and wait for it to wear off. Now wait until you die. After dying, you will continue in the room after the sensor room. The egg you're carrying will hatch. Avoid the slime and drop the bait. Walk away and pick it up again. Drop it now in the middle of the circle and you'll progress to level six.



FANTA





SIA





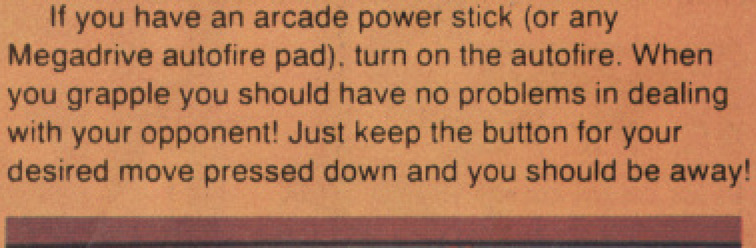
Aha! Here's a useful tip to get some extra lives on this extremely difficult Sega title - now officially withdrawn from the shops.

First, fight your way through the first part and locate the 1-UP on the top set of platforms. Continue through the levels until you get to the magic book. Take it and keep moving right until you get to a treasure chest. Enter the chest, which warps you back to the 1-UP! Collect it and repeat the process to get loads of lives!



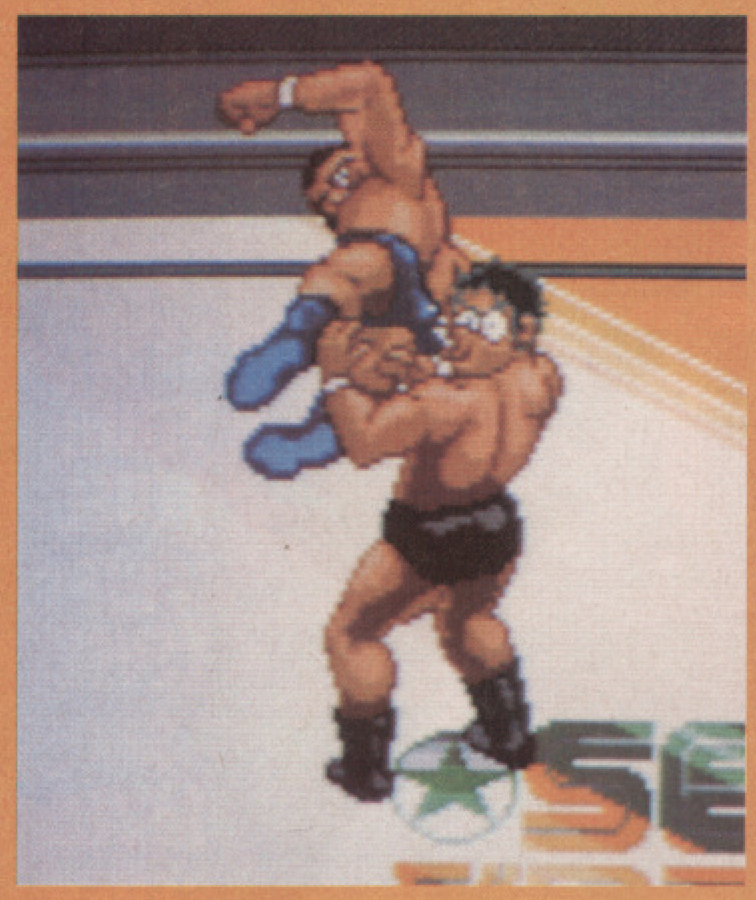


WRESTLE WAR



Here's an interesting tip for this groovy wrestling game, sent in by the person known as Jamie Matthews, who hails from Harefield in Middlesex.

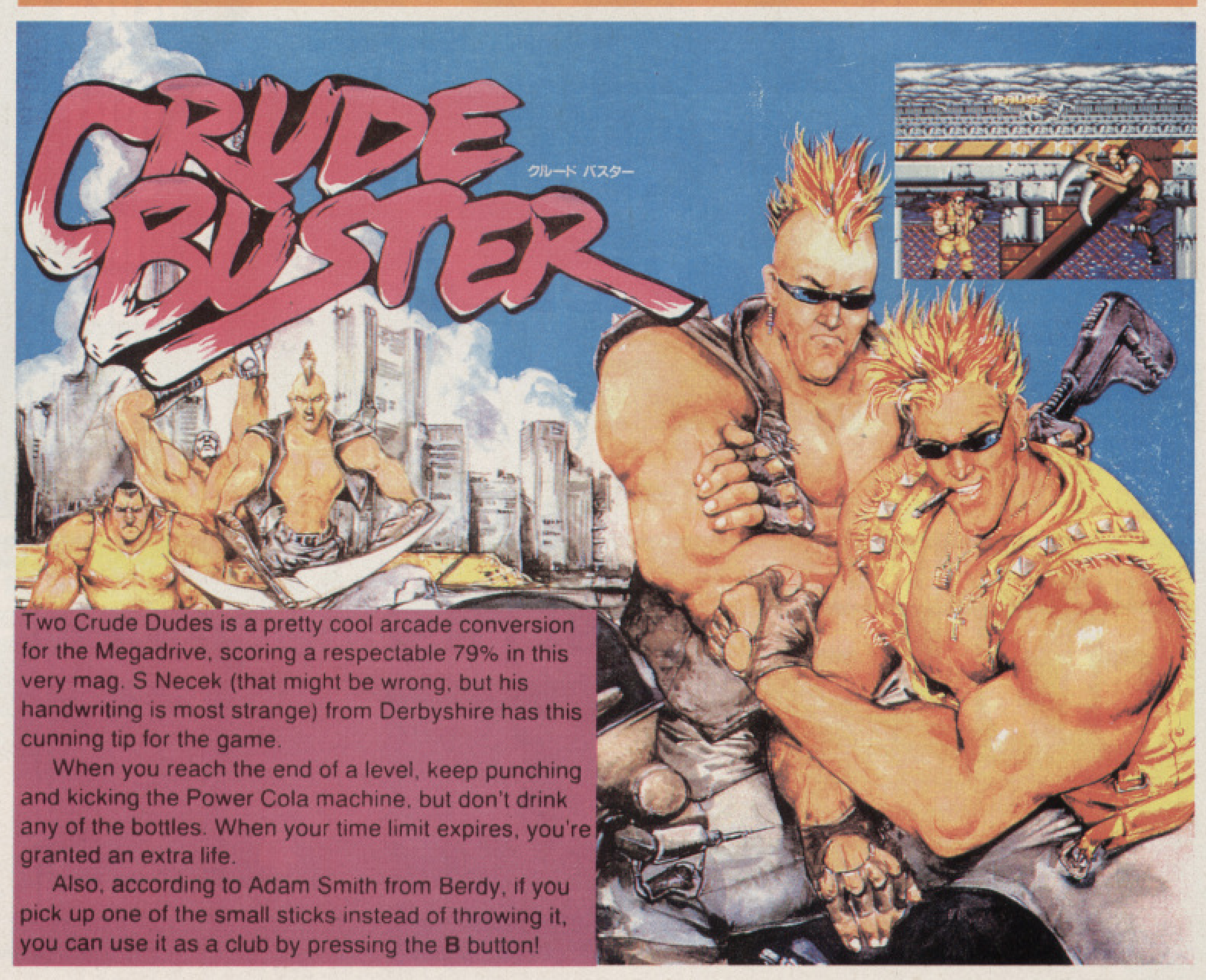
If you have an arcade power stick (or any Megadrive autofire pad), turn on the autofire. When you grapple you should have no problems in dealing with your opponent! Just keep the button for your desired move pressed down and you should be away!







CRUDE BUSTER



Two Crude Dudes is a pretty cool arcade conversion for the Megadrive, scoring a respectable 79% in this very mag. S Necek (that might be wrong, but his handwriting is most strange) from Derbyshire has this cunning tip for the game.

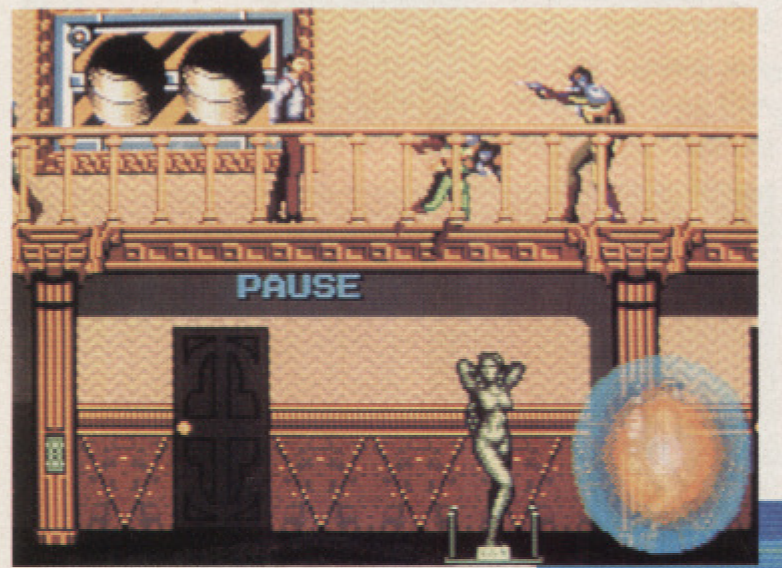
When you reach the end of a level, keep punching and kicking the Power Cola machine, but don't drink any of the bottles. When your time limit expires, you're granted an extra life.

Also, according to Adam Smith from Berdy, if you pick up one of the small sticks instead of throwing it, you can use it as a club by pressing the **B** button!



ROLLING THUNDER

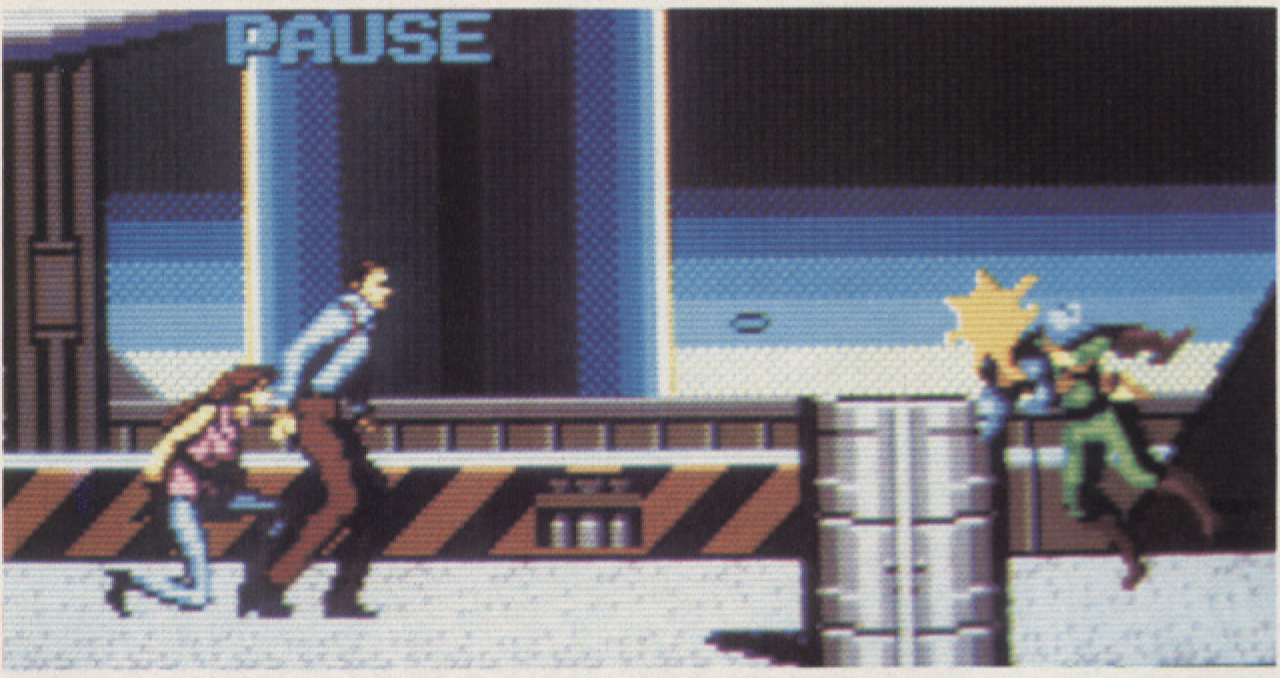
Although they're a bit old, I've decided to print all of the codes to this excellent scrolling shoot 'em up. Next month, I'll print all of the codes to the secret levels.







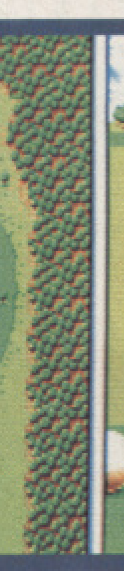


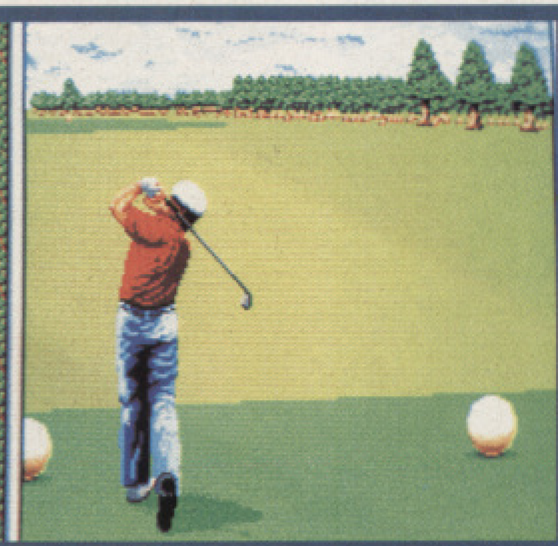


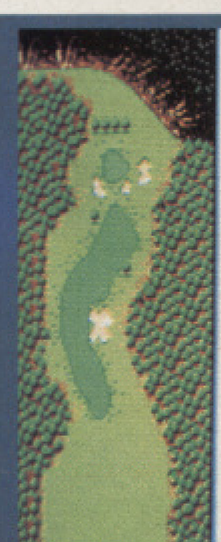
STAGE	PASSWORD
LEVEL TWO	A MAGICAL THUNDER LEARNED THE SECRET
LEVEL THREE	A NATURAL FIGHTER CREATED THE GENIUS
LEVEL FOUR	A ROLLING NUCLEUS SMASHED THE NEURON
LEVEL FIVE	A CURIOUS PROGRAM PUNCHED THE POWDER
LEVEL SIX	A LOGICAL LEOPARD BLASTED THE SECRET
LEVEL SEVEN	A PRIVATE ISOTOPE DESIRED THE TARGET
LEVEL EIGHT	A NATURAL RAINBOW ELECTED THE FUTURE
LEVEL NINE	A MAGICAL MACHINE MUFFLED THE KILLER
LEVEL TEN	A DIGITAL NUCLEUS PUNCHED THE DEVICE
LEVEL ELEVEN	A PRIVATE THUNDER CREATED THE POWDER

ARNOLD PALMER GOLF

If you want to be able to fire off extra powerful shots on this ageing golf game, enter **EUE** on the password screen and you should be away! Thanks to someone who forgot to include his name in his letter for that tip.









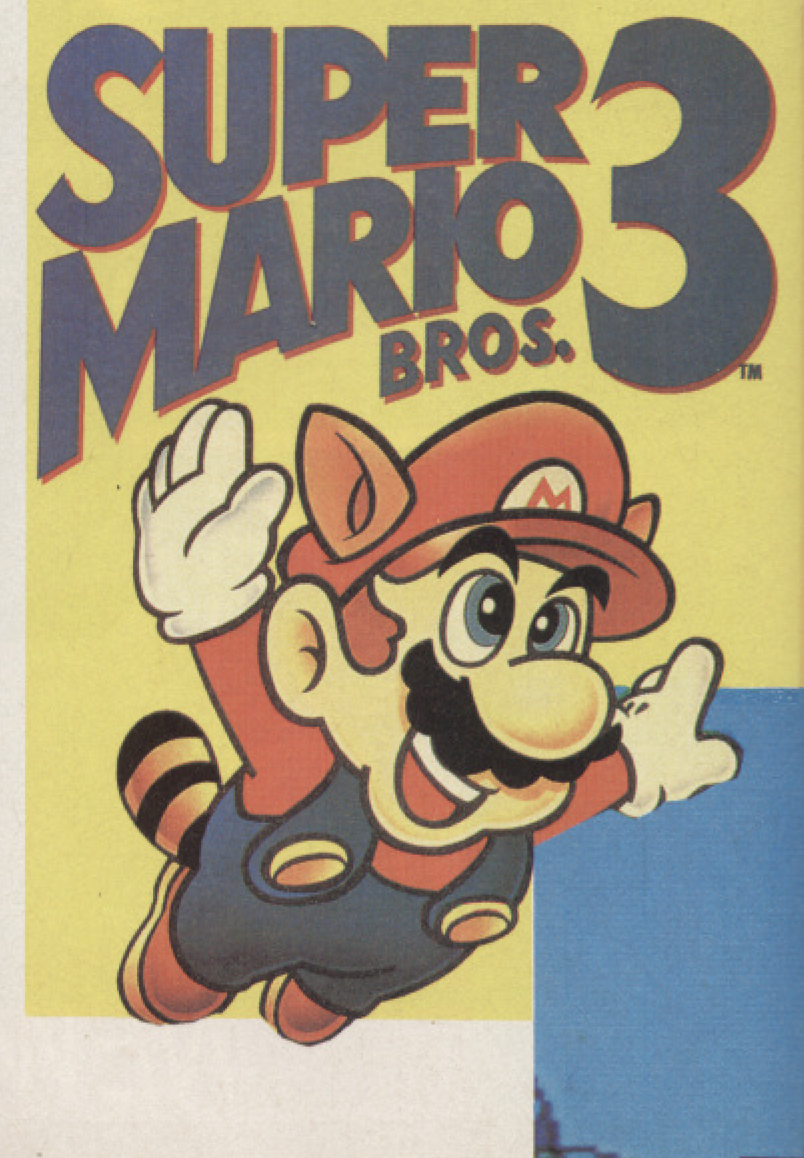
STAR WARS

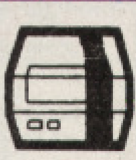
Karl Micklethwaite from Southwick in Brighton has seen fit to add to our Star Wars tips special with these super hints 'n' tips.

To build up the maximum of eight lives at the beginning of the game, keep re-entering the sandcrawler where you found R2-D2. An extra life is on the level below. You can do the same in any of the caves that contain shields to get your maximum eight

When you face up to TIE Fighters in the Millennium Falcon and X-Wing Fighter, place the target cross in the top middle of the screen and fire away. This destroys just about everything. You only need to lower the sights slightly to intercept any missiles.









AIN
WK



This is a very curious tip from Amit Bhuchar from Isleworth in Middlesex. On level eight of this blaster, fly to the very left of the screen and the mines should not touch you at all. As you may imagine, this makes completing the level a lot easier!

RESCUE RANGERS

Pete Greathead from County Durham has sent in this extremely devious set of tips that should help you defeat the first few end-of-level bosses in this excellent platform romp.

CLEANING MACHINE BOSS

Run for the red ball and pick it up and scarper over to the right hand-side of the screen. When the lightning appears, jump over it and run to the middle of the screen and shoot the red ball up to the green ball on the machine. The machine will flash. Dodge the falling ball and run to the right of the screen. Now just repeat the process.

THE OWL

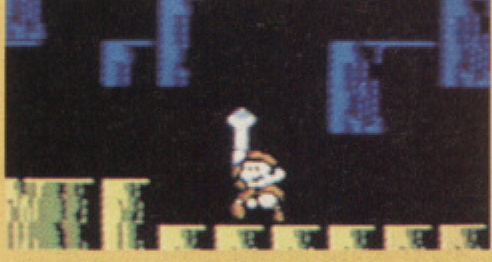
Get the red ball, collect it and dodge the owl's feathers. Wait until he comes back down and then throw the ball at him. Dodge the ball as it falls, collect it and repeat the process.

THE UFO

Easy! Just dodge the little green men that are propelled towards you and collect the ball. When the UFO is above you, press **UP** and **B** to hit it. Continue this plan of action to defeat this extra terrestrial nasty.

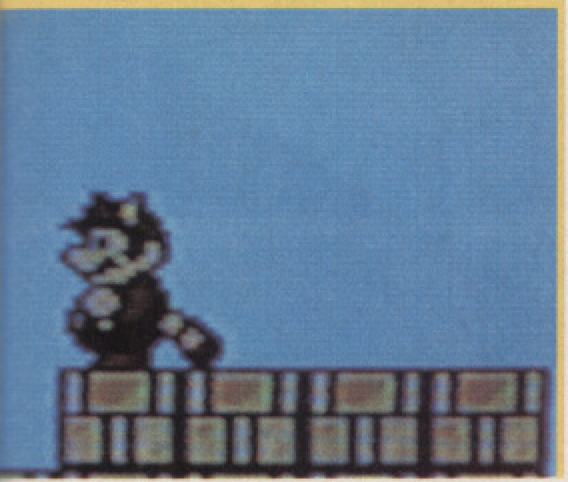
THE BONUS GAME

The best way to deal with this game is to start getting the boxes from the left side of the screen. That makes it possible to get the extra life from the top box.



Here's what could be described as a very strange tip, sent into the MEAN MACHINES office by Richard Lee from Ascot.

After completing the game, press the **A** button to return to the title screen. Now press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A** and **START**. You'll begin the game with 28 Magic Wings. Cool!



THE SIMPSONS

Here are a number of useful hints for this good arcade adventure game based on the funniest TV show around at the moment.

1. Stand outside the cinema until the timer reads 400. A kid should come out wearing purple. Spray him.
2. Use the 'phone and Moe from Moe's Tavern should chase you. Again, spray him.
3. Buy the whistle and when you get to the end of the retirement home, use it and Grandpa Simpson should give some cash.
4. On level two, when you get to the floating platforms, jump on to the second one three times. It will carry you across the level. On your way down jump diagonally right to receive invincibility!
5. On level three, use the magnet from level one on the wheel of fortune and you'll automatically win.
6. When you get to the big Krusty the Klown face, jump up into his mouth and you are teleported to a long corridor packed with coins. Yeah!



The mysteriously named D Towers sent in these groovy tips to liven up your WWF matches.

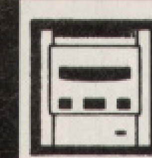
When you're playing a tag match or survivor series, press **SELECT** and **A**. Your partner will jump into the ring and help you kick the cack out of your opponent.

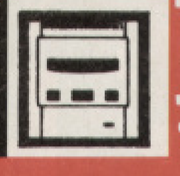
Pressing **SELECT** and **B** makes your partner walk around the outside of the ring and slap your opponent's partner around.

Hold down **SELECT** and **A** and **B** to make your partner climb the ropes and jumping into the ring, laying into your opponent.

This should enable you to get much more fun from this game, especially in two-player mode!









SUPER CONTRA

You may not know about this little "tip", but luckily Dave Merrick from Sunderland has come up with the goods.

In two-player mode, when one player has died, he can trade in his smart bombs for extra lives by using the red button on his joypad.

However, you can only do this as long as the other player is still in the game, so be quick!

SUPER TENNIS

We've had a couple of irate 'phone callers, whingeing because our Super Tennis tips are no good for the official UK version of the game. Check out this little tip courtesy of Richard Robinson from Scarborough.

On the player select screen, press the **LEFT** button five times, then the **X** button once, then press **RIGHT** seven times and then press the **X** button on controller two.

The music should change telling you that the cheat has been installed. Now, when you select a player, he will have the best possible abilities available! So now you should be able to beat any of the computers players, even if you choose the worst woman participant! Yowzers!

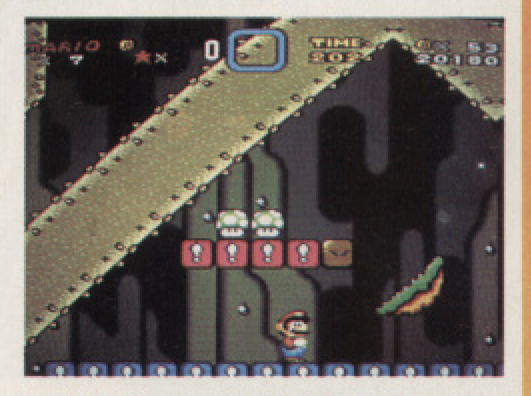
SUPER MARIO BROS IV

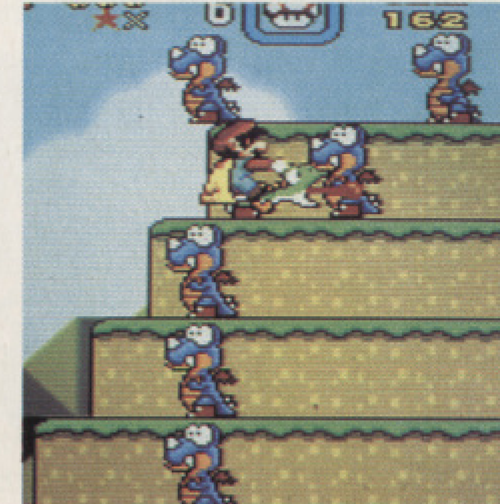
Jonathon Carter, amongst others, came up with a decent tip for perhaps the greatest game ever!

After completing Forest of Illusion IV, try the next few levels and if you are running out of lives, go back to Forest of Illusion IV and nick the 1-UP off the Koopa in the cloud. Press **START** and **SELECT**, which takes you back to the map. Keep doing this to stock up on your lives!

There are a number of other little "cheats" like this found within the game.







THE ADDAMS FAMILY

"Hi!" writes Kieron Chapman from Cannock. "Here are a few tips for The Addams Family on the Super NES."

1. On the continue screen, go to the extreme left, passing the continue door where four lives are yours for the taking.
2. Wait until the game enters DEMO MODE and wait for Gomez to pick up a power-up. Start the game at this point and you will begin carrying the same power-up! Hurrah!
3. For anyone who's dying to see the last level, just enter **BLS1T** as the password. As an added bonus, you'll get five energy hearts to help you out.
4. This code (from Andrew Guy, who hails from Stonnal) is especially useful. Type **IIII** (if that doesn't work try **1111**) for **100** lives!

SUPER EDF

Thanks to Mr Unknown, you too can sample a different intro to the sad shambles that is Super EDF. Just turn the machine off and hold down **UP** and **START** when you power-up your Super NES.

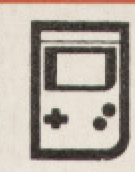
Also, to become invincible (which isn't really required because this game is so ridiculously simple) pause the game and press **A, B, X, Y, L, R, UP, DOWN, LEFT** and **RIGHT**. Unpause the game and you should be indestructible.






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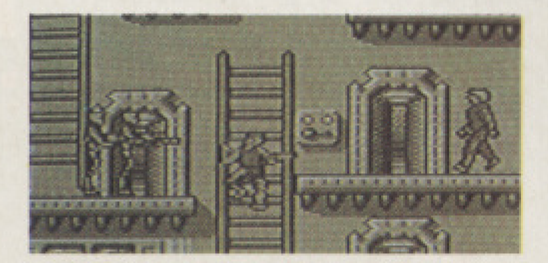








TERMINATOR 2 JUDGMENT DAY



This game has prompted a couple of games players to send in their stuff. First of all, Marc J Gilbert from Newark reckons that you should hold down **SELECT** during play to slow the action down. This especially comes in handy during the reprogramming levels.

Here are some excellent tips to help you get through the first four levels of Acclaim's cool game, supplied by Paul Moore from Danbury Common in Essex.

LEVEL ONE

Shoot the beacons in this order: fourth, first, fifth, second, third.

LEVEL TWO

At the end of this level, jump onto the middle platform Stand in front of the door and press **UP**.

LEVEL THREE

This is simple. Just re-program all of the readouts to zero.

LEVEL FOUR

On this level, drive along the top of the screen until the T-1000 appears. You skip all of the obstacles that way.

BUBBLE BOBBLE

Once again, it's that man Paul Elmore with some more excellent Gameboy tips and codes. Try out these for the brilliant platform romp, Bubble Bobble.

4LL1
IGBF
HTB3
K2BJ
VLT1
VLT3

THE HUNT FOR RED OCTOBER

Here's an invaluable little tip, sent in by tipster extraordinaire, Robert Cooper from Dudley. This amazing cheat enables you to start the game with a massive 25 submarines!

On the map screen, press **A** and **B** at the same time and follow that up by holding down **UP** and then **DOWN**. Hey presto! A large amount of submarines are yours for the wasting.

SKATE OR DIE: TOUR DE THRASH

If, for some strange reason, you wish to get to some of the later levels of this skateboarding game, examine the following codes sent to our humble office by Paul Elmore.

LEVEL ONE: GNBF
LEVEL TWO: MTGP
LEVEL THREE: PVFS
LEVEL FOUR: FVCH
LEVEL FIVE: BXHN
LEVEL SIX: GFTQ
LEVEL SEVEN: JZWC

GO! GO! TANK

Paul Elmore sent in loads of juicy little tip-bits this month, including this fab cheat that grants you invincibility on this very difficult game.

On the title screen, press **LEFT, UP, RIGHT, UP, LEFT, LEFT, UP, RIGHT, UP, LEFT, UP, LEFT** and **START**. The cheat should now become active, making it a doddle to finish off the game.

CASTLEVANIA

It's that man again, Paul Elmore! This tip for the classic Konami platform game enables you to get into a secret room and plunder its many treasures. On the first level, go all the way up the fifth rope and you should enter a secret room! Easy, or what?

BATTLE UNIT ZEOTH

Crikey! Is Paul Elmore some kind of Gameboy genius or something? Check out this novel level select cheat for this cool game.

Wait until the music on the title screen has finished. Now hold down **A, B** and press them all down five times. Now you will start to hear musical tones. After the first one, press **START** to begin level one. Or if you prefer, press the button after the second tone to enter level two. Alternatively, just let the tones go on until you feel like starting a really high level and press **START**. Amazing, eh?

RAN NIBUN

If you're a Super NES owner into a little bit of beat 'em up action, you could do a lot worse than check out Ranma Nibunnoighi 1/2 - a one-on-one combat game that could be described as a sort of cut-down version of Street Fighter II with its own inimitable graphic style. These tips were sent in by Mike Moore from Hull and they should help out anyone who fancies mastering each character. Read on...



▲ *Sometimes a simple attack amidst many more complex moves pays off.*

According to the Ranma comics, Genma is actually Ranma's Dad! Although he is getting on a bit, he still puts up a good fight with his great fireball attacks and his devastating elbow attack. He is quite vulnerable to range weapons. Practise his elbow charge.
MAGICAL ATTACK: Fireball.
SPECIAL ATTACK: Elbow charge.
RANGE ATTACK: Fireball.



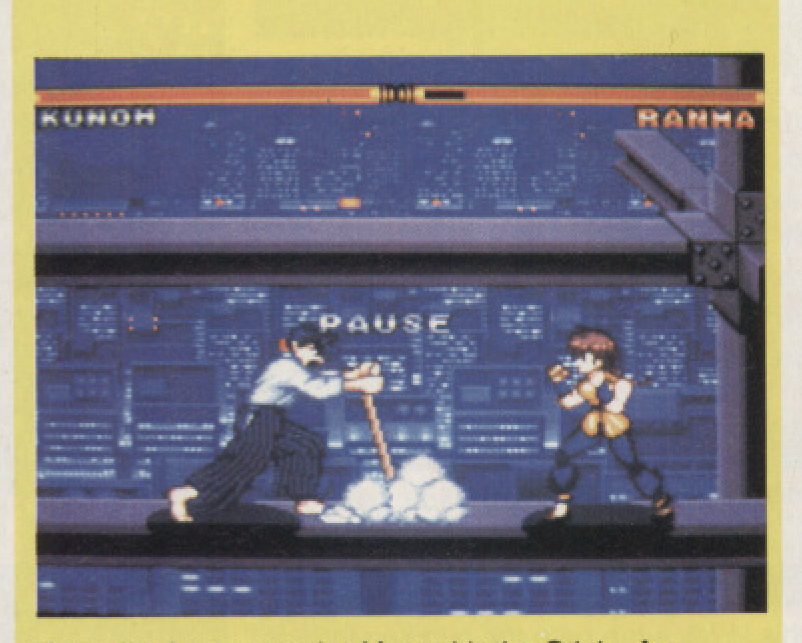


RANMA ONE

This character is a good all-rounder who is able to execute a double jump with ease. This is especially handy for jumping behind your opponents and then throwing them, a cunning tactic indeed!
MAGIC ATTACK: Spin punch.
SPECIAL ATTACK: Laser beam.
RANGE ATTACK: None

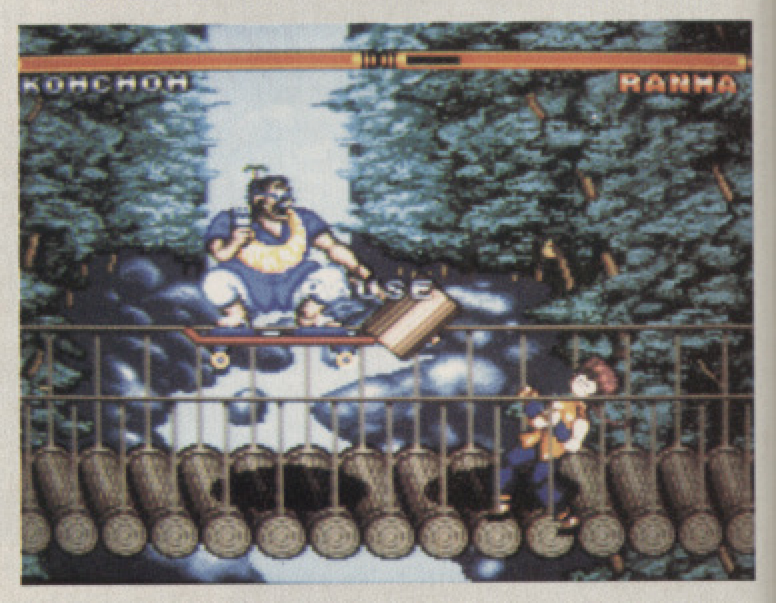
RANMA TWO

Ranma's male counterpart has all the skills of your male pal, but is a bit short and can duck under fireballs. She can also jump away from her opponent after a flying kick. Ranma is speedier than the male counterpart, but doesn't hit quite as hard.
MAGIC ATTACK: Spin punch.
SPECIAL ATTACK: Laser beam.
RANGE ATTACK: None.



He's also known as the Man with the Stick - for obvious reasons. He is a good characters for beginners to start with, but any character with a double jump can get in close and dust his monkey ass (preferably by throwing him). He cannot throw as he uses both hands using his stick.
MAGIC ATTACK: Ground lightning.
SPECIAL ATTACK: Mini-earthquake.
RANGE ATTACK: Mini-earthquake.

KOHCHOH



With his skateboard and loud shirt, this radical dude is a deadly opponent. Once you've mastered his many different forms of offense, you will be difficult to defeat. His only real weakness is his slow speed. The best tactic is to use flying kicks against him.
MAGIC ATTACK: Coconut bombs.
SPECIAL ATTACK: None.
RANGE ATTACKS: Flying lobsters, bombs.

NMA NOICHI

KODACHI



The leotarded wonder is very fast, with many tricks up her leotard to watch out for. Her range attacks are unparalled, but she is pretty simple to defeat in close quarters. Press **PUNCH** and **UP** to make use of the best range attack in the whole game.
MAGIC ATTACK: Jump spin.
SPECIAL ATTACK: Killer roses.
RANGE ATTACKS: Bouncing ball, ribbon laser, stick.



▲ *Learn to master and exploit Ranma's amazing jumping powers.*



▲ *The bitter taste of defeat as Genma defeats the male version of Ranma. Genma rubs salt in the wound by changing into a panda (?).*

ROYHGA



The last opponent in the one-player game is perhaps the deadliest. His power punches are almost twice as effective as any other character's and his fireball powers are second to none. Pressing **PUNCH** very quickly unleashes a deadly explosive punch. Very impressive.
MAGIC ATTACK: Fireball.
SPECIAL ATTACK: Ground shaker.
RANGE ATTACKS: Fireball.

SHAMPOO



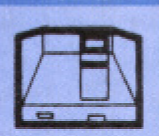
She may look helpless, but she can kick the excrement out of anyone given half a chance. She has an evil double jump kick just like Ranma's, which is useful for jumping in, attacking and then retreating quickly. She's fast and deadly, but has no range weapon. Exploit this as the weakness that it is.
MAGIC ATTACK: Spin punch.
SPECIAL ATTACK: Running charge.
RANGE ATTACKS: None.

TEN USEFUL HINTS

These ten useful hints should improve your Ranma combat style immensely. Check them out...

1. For two-player games, try each character out to see which suits your playing style. Always have a second choice in case your mate pinches your favourite player.
2. Throwing your opponent whenever possible is a good tip. This is the most powerful type of move.
3. Don't just rely on long range weapons or attacks, as any half decent player will then be able to thrash you.
4. Use the two-player mode on your own to master each character's moves.
5. Remember that if you block for too long, your opponent can throw you, but if he gets too close, you can throw him!
6. A good defence is always instrumental in order to be victorious.
7. It's sometimes possible to get new attack moves by using directions in conjuction with the attack buttons.
8. Be careful. In one-player mode, if the computer is losing, he will suddenly get a lot better!
9. Vary your attack manoeuvres - the last few computer players seem to memorise any patterns you develop and then proceed to beat you to pulp should you use those tactics again.
10. If computer opponents block *everything* you do, block yourself and wait for him to attack. You should now be able to get in a quick blow.





One of the better releases of late for the Master System has been Shadow of the Beast by Tecmagik. Here, MEAN MACHINES offers you the exclusive full solution to this massive game courtesy of Tecmagik themselves!

SHADOW OF THE BEAST

STAGE ONE

At the start of the game, go left past the tree with "HOME" written on it and punch the rock pile to collect the key. Run back to the "HOME" tree and select the key to enter the underground domain.



▲ *It's the Beast!*

STAGE TWO

Once inside, beware of the flame which shoots across the floor. Go right, down the ladder, left, down, right, down, left, down. Travel left to collect a long jump potion from the chest. Walk down the ladder and jump left to get hold of a secret extra life potion. Leap back quickly and go right, down, left and drop off the platform. Continue left and leap over the gap to fight the guardian of the orb. Punch the blue ball he holds, avoiding the flame, until you defeat him. This gives you a plasma bolt punch.

STAGE THREE

Walk right a little and drop down the gap to get the round yellow key. Go right a little and collect the energy restoring potion and fall down the gap. Run right as far as possible, avoiding the spikes on the floor. Now go up, right, up, right, up, left (get the red potion to increase your strength), up, left, up, left and up. Walk right to confront Death Skeleton. The best tip here is just to keep zapping him as quickly as possible.

STAGE FOUR

Guide the Beast right and then up the first ladder, and then left until you reach a lever, ignoring the ladder you pass. Throw the lever and go right and up the previously ignored ladder. Walk left and collect the key and then travel right, down the ladder, down, right, down.





▲ *Get the key first, then come here.*

STAGE FIVE

Run right, up the ladder and move right, watching out for the snail. Go down all the way and then travel left, jumping over the slime. Follow these directions: down, right, down, right, down, right, down, left, down, left, down, left, up, left, down, left and then up. Collect the green key to the right.

STAGE SIX

Retrace your steps left and go back down the ladder, right a little and then down. Go right (avoiding the slime and spikes) until you reach Hydrassas the Dragon. Defeat him by punching the horn on the lower head a number of times (trying to avoid the spitting flames). Run right and use the yellow key to enter the well.

STAGE SEVEN

Climb up the well to reach a position just right of the starting location. Now you will have the key to the castle, so begin the journey to the right. Punch rocks to collect extra energy. Make sure you get a torch to see what you're doing in the castle. If you take the coin to the well and select it, you will get an extra life. When you reach King Gargoyle, you are transported to the outside of the castle where you must use the square white key to enter and find a dragon's egg. This egg is used later on in the game.

STAGE EIGHT

Once inside the castle, run left a little, up, right, down, right and then up all the way. Go left and drop down (use the white invulnerability potion or the long-jump potion, or you die a horrific death). Go left and up and then travel all the way right to pick up a spanner. Now return all the way left, ignoring the first ladder down. Walk down, right, down and left to collect a round white key. Go right and fall down being careful not be impale yourself on the swords. Travel left and then down, right, down and left to the chest marked "BLASTER". Select this and you will have a weapon to use against the monsters. Go right to the forcefield and select the spanner to disable it, allowing you to progress.



The castle level requires much cunning.

The easiest part of the game!

STAGE NINE

Now you are charged with the task of going up, left, down, left and then up. You should have returned to the point where you entered the castle. Run right, down, left and pick up the high jump potion. Now move down and right and prepare for your fight against the evil Skarios. Use the high jump potion and shoot him in the eye a number of times to kill him. Continue to the right and use the round white key to enter the caves. BUT REMEMBER! You MUST have selected the mask and the jet-pack before you enter! These are in the chest just before the door.

STAGE TEN

Fly right, hitting slime on the floor to pick up strength on the way. You should also find tne egg that King Gargoyle requested. At the far right you meet the giant monster, Corannis. Fire at its mouths until it is destroyed. This teleports you back to the castle. Use the crucifix in the gravestone here to give King Gargoyle the signal to teleport you back. Run right to Gargoyle and he will let you pass. Go right all the way, hitting the gravestones to pick up extra potions. You should reach a giant's foot and a club. Hit the foot a number of times, avoiding the club and you should defeat it. Now sit back and enjoy the end sequence.

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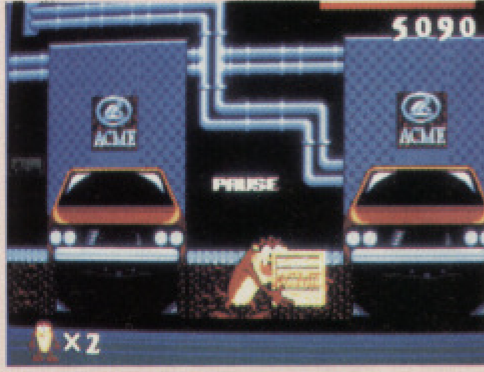


Many years ago in prehistoric times there lived a race of giant flying reptiles, legendary for the huge eggs they laid - one of which was capable of feeding a family of Tasmanian Devils for a whole year! Legend also has it that somewhere, in a lost valley, these creatures live on. Naturally, these eggs seem very appealing to young Taz, who sets his heart on a couple. Sadly, Tasmania is not known for its specialist delicatessens and it becomes apparent to the hapless young Devil that he will have to sally forth and find the valley himself.

Unfortunately, Taz has two major problems. First of all, he doesn't have the foggiest idea where to start his search - so it's up to you to help guide him around the platform-style land of Tasmania. Secondly, everyone else in Tasmania loathes and detests Tasmanian Devils - which leads them to attack Taz with no provocation. Still, Taz has his mighty spinning and leaping abilities to depend on, as well as a healthy tendency to eat anything in his path!



▲ *The Taz family.*



▲ *Taz wrestles with a crate.*



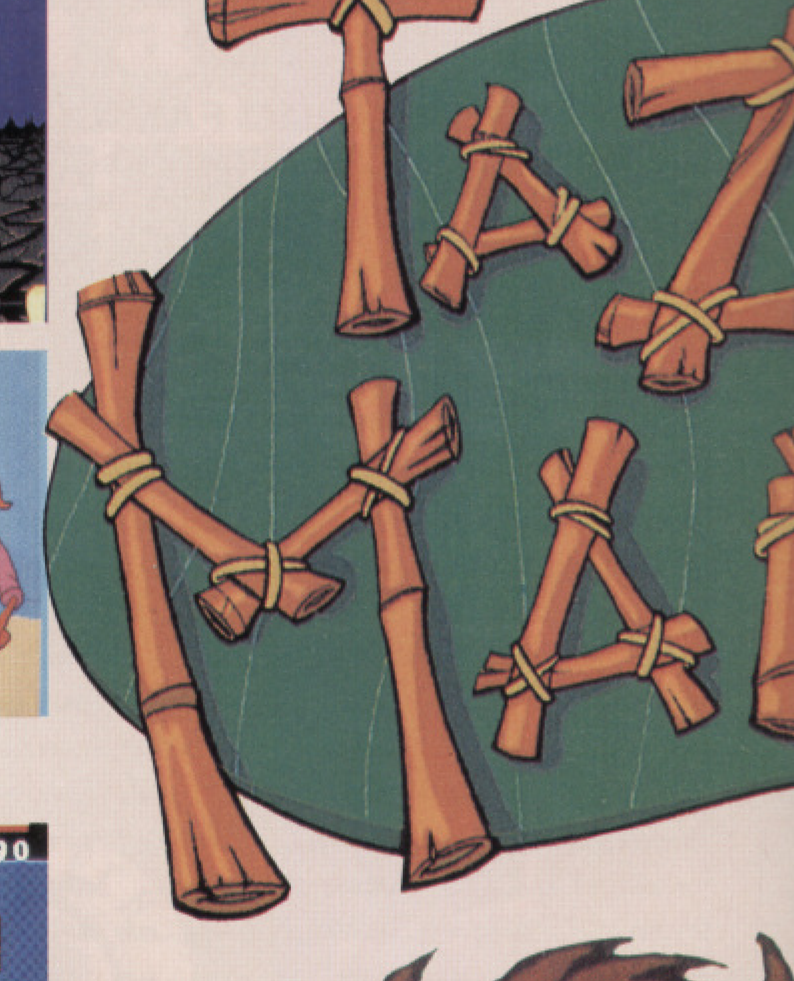
▲ *Taz encounters a problem in Iceland.*



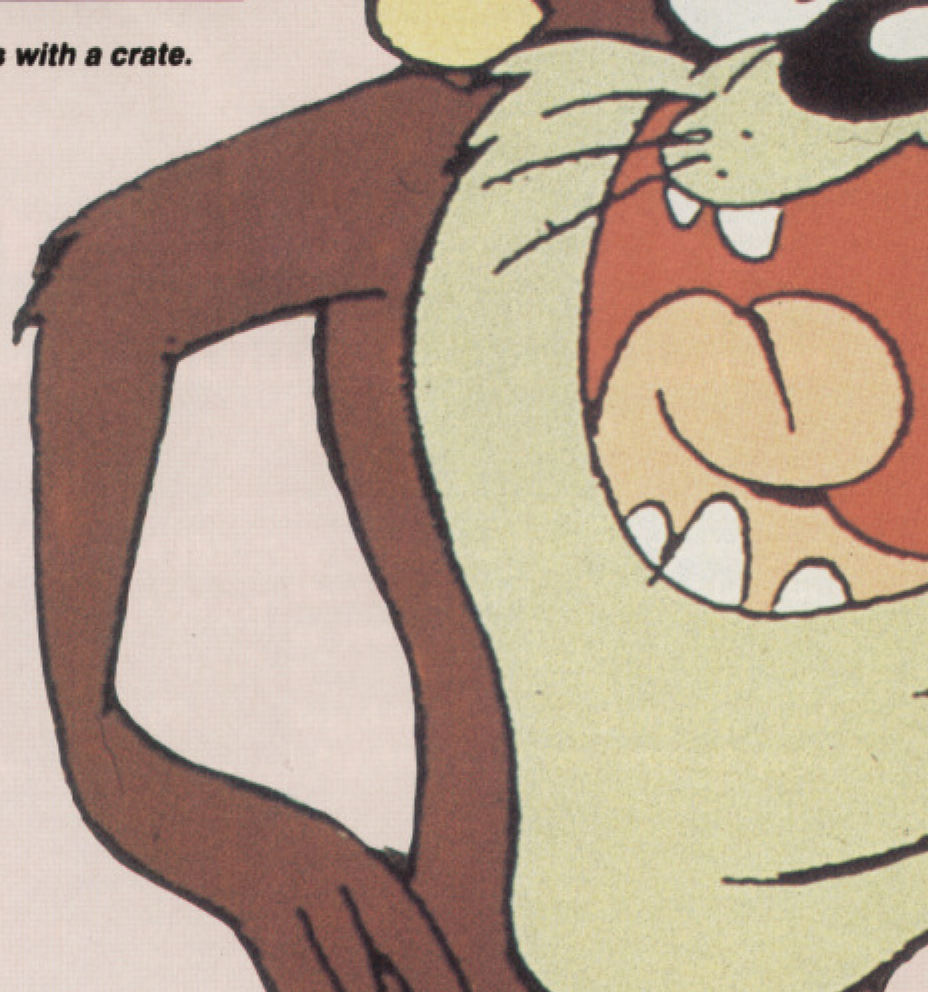
▲ *Watch out Taz!*



▲ *Yum yum yum!*







TAKING A STUFFING

The cartoon incarnation of Taz is known for his voracious appetite. Likewise, eating everything in sight plays a fundamental role in the Megadrive game. Every time Taz comes into contact with an inert object or living creature smaller than he is, Taz is prone to shove it straight down his cakehole. Naturally, this can be a good thing when it comes to replenishing energy with goodies such as roast chicken, but Taz must also beware of harmful things, such as bombs, which have a tendency to explode once eaten - severely draining his energy bar.

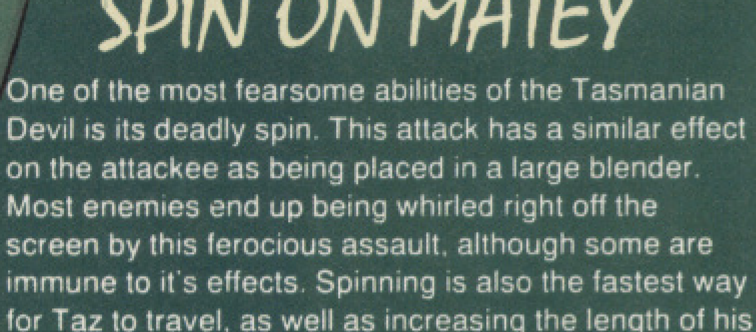








▲ *The Tazmanian Devil pulls a lever in the factory level. These are very useful, opening up later parts of the stage.*

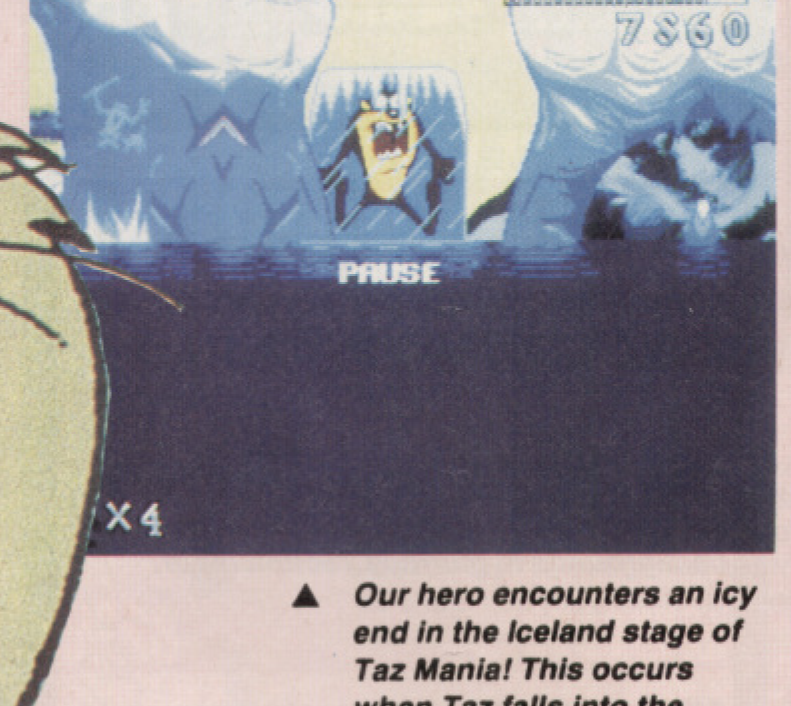


SPIN ON MATEY

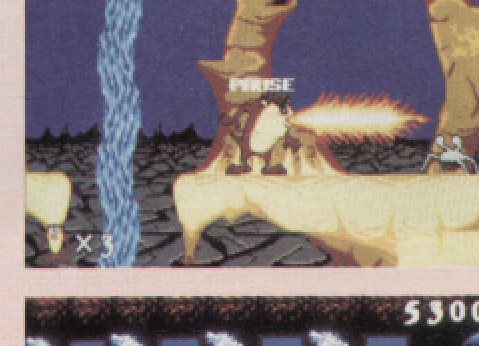
One of the most fearsome abilities of the Tasmanian Devil is its deadly spin. This attack has a similar effect on the attackee as being placed in a large blender. Most enemies end up being whirled right off the screen by this ferocious assault, although some are immune to it's effects. Spinning is also the fastest way for Taz to travel, as well as increasing the length of his jumps.

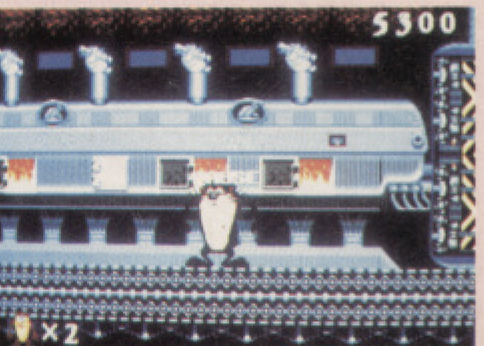
LIGHTS, CAMERA...

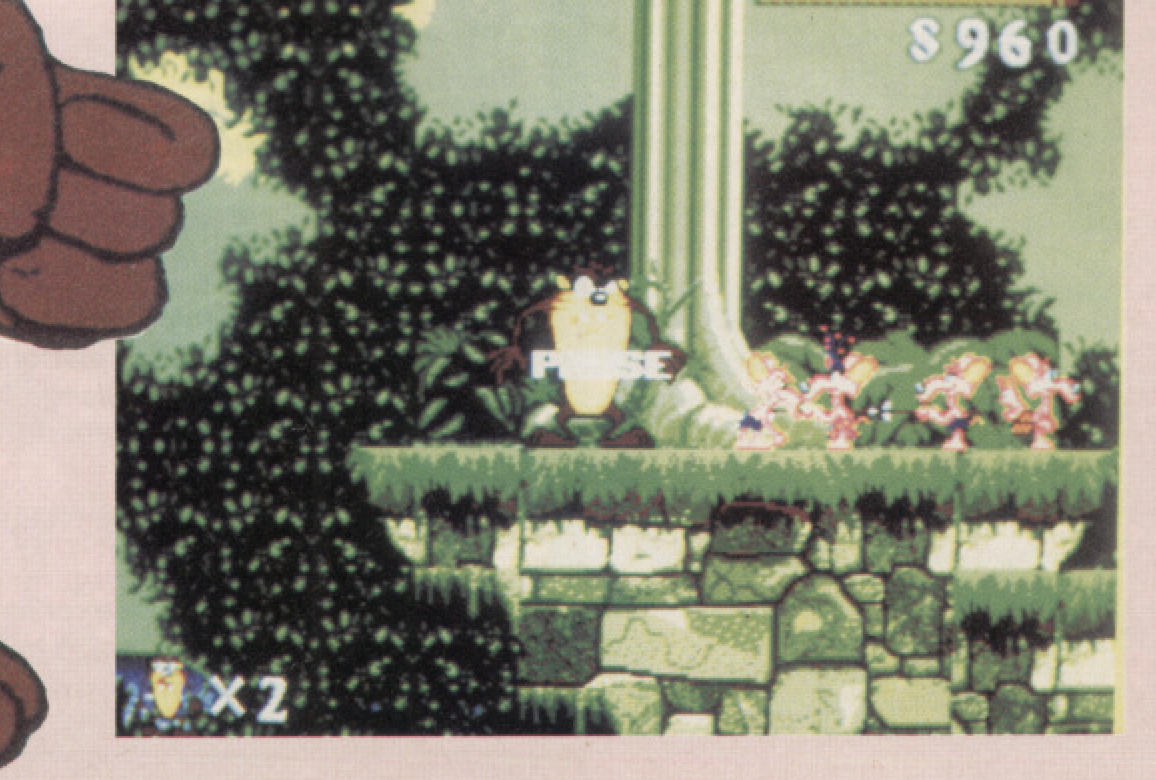
There are times when Taz encounters a problem that no amount of chewing or spinning will solve. It is then that the ACTION command comes into its own. This button has varying effects depending upon the circumstances Taz finds himself in. For instance, in fiery-breath mode it causes Taz to spit a gout of flame, whereas in the Factory zone it is mostly used to switch levers on and off. If there's nothing better for Taz to do though, ACTION makes Taz pull off a pretty impressive growl.



▲ *Our hero encounters an icy end in the Iceland stage of Taz Mania! This occurs when Taz falls into the sub-zero waters of the level.*







COMMENT

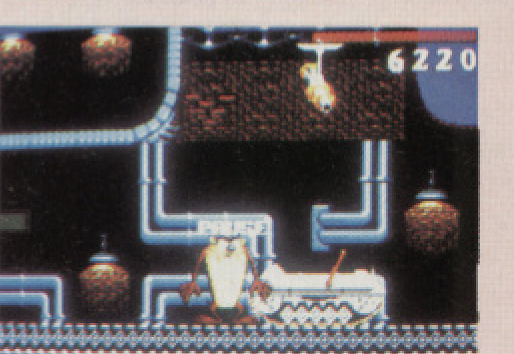
JULIAN

Once again another cartoon character gets the Megadrive treatment, and once again the end result is a graphically stunning platform game. Zero out of ten for originality, but at least the game is great fun to play. As I've said, the graphics are truly wonderful, with Taz stonking around the screen just like he does in his cartoons. The sound is also good, although I must admit to being disappointed by his roar - it's nothing like the manic screaming and shouting fit he has in the cartoon. Gameplay-wise, Taz is better than Donald Duck insomuch as the action is less rigid and a lot faster, but even so it suffers the same problems of difficulty - or rather, the lack of it. Even on HARD there's no real challenge, and anyone who's played a few platform games of this type will finish the game much sooner than they'd like. I must say that this problem is really beginning to cheese me off - how many Megadrive games have we seen that are superb, all but for the difficulty setting? When will Sega get the message?



TASTY BONUS ACTION

Along his travels Taz finds a variety of bonus items which are activated once eaten. There are the usual energy boosters as well as extra lives, bonus credits and even hot chili peppers which endow our furry pal with fire-breathing abilities! Be careful not to spin in to these goodies however or they are lost forever.



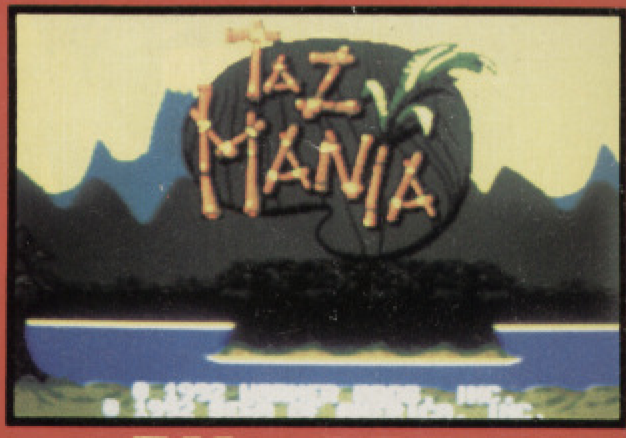




COMMENT

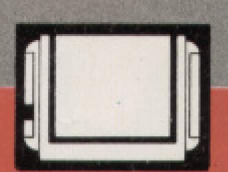
RAD

There's no question that Taz Mania is visually one of the most stunning Megadrive games yet - it's virtually identical to a Taz cartoon, right down to his aggravated fit when he is left alone for a while. The animation is very impressive, the sprites and backgrounds are well defined, detailed and full of colour, and there is a definite cartoon feel to the proceedings. Despite all of this, the thought of another Megadrive platform game still wasn't all that appealing. True, the first couple of levels are pretty standard stuff, although the action is less linear than usual and Taz must find his own way through. After this, however, things get a bit more interesting and there is a stronger puzzle element to the game. The wide range of actions available to Taz also help sustain interest. The only flaw with Taz Mania is that it's a mite too easy. Although some of the fifteen levels provide a real challenge, a lot of them are a little too short to fully test your gaming abilities. Taz Mania is a very good game with fantastic graphics and some really smart gameplay, but when it comes to the ultimate in Megadrive platform thrills Robocod is still the one to go for.



BY: SEGA
PRICE: £39.99
RELEASE DATE: AUGUST
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: SKILL







PRESENTATION 89%

Some options and gorgeous intros as well as superb in-game presentation.

GRAPHICS 96%

Easily some of the best Megadrive graphics yet - superlative sprites, animation and backgrounds in glorious Technicolour.

SOUND 82%

Effects as true to the cartoons as you could expect, as well as some suitable tunes.

PLAYABILITY 88%

There's lots to do and loads of variety. The action moves at a decent speed and it's a lot of fun to play.

LASTABILITY 71%

Sadly, although Taz Mania is entertaining, it's too easy - even on HARD, platform fans won't find a really decent challenge.

OVERALL 81%

An enjoyable and visually exciting platform game which may not be tough enough for hardened platform veterans, but is still worth a look.



What exactly is a Lemming? Someone who failed the audition for an Australian soap opera? Perhaps the brains behind the waterproof sponge? Maybe the inventor of in-coffin stereos? Well, while these are certainly possibilities, they do tend to understate the sheer stupidity of this strange species.

Lemmings are in fact thicker than the big print version of the complete works of Charles Dickens! As cuddly as they might be, these guys are a life insurance salesman's nightmare! But every cloud has a silver lining and, for this bunch, you're it!

The player assumes the role of the benevolent Lemming god upon which these furballs depend for survival. It's his duty to guide them through, over, under or around a whole variety of obstacles in order to get them safely to the next level. Quite naturally, a Lemming god possesses supernatural powers which enable him to induce a sense of purpose into these otherwise vacuous creatures. By picking out a Lemming with the cursor, it's possible to make them a climber, floater, blocker, builder, basher, miner, bomber or digger! If things are going downhill fast, with Lemmings buying it left, right and centre, there is the option to nuke the lot of them and start the level again.

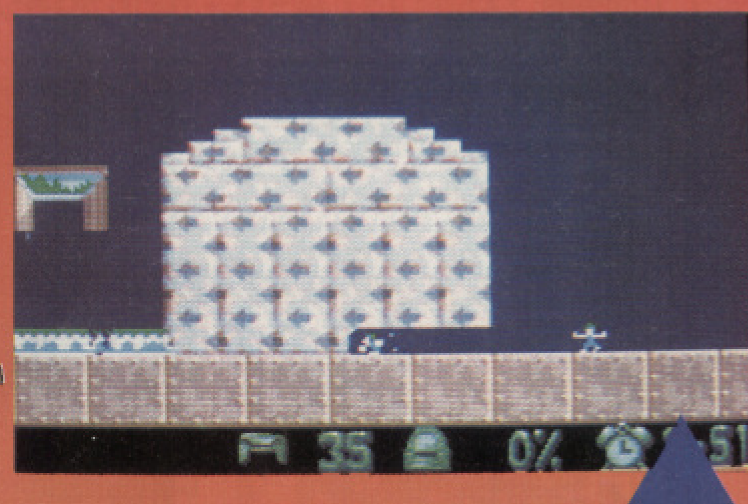
OBLIVION CENTRAL

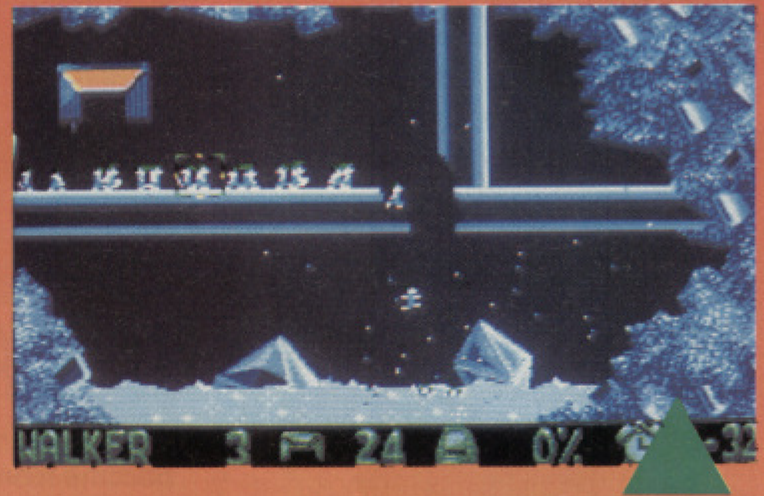
If you can see an entire project quickly turning into a disaster, you have the opportunity to nuke every Lemming on the level, and when their utter stupidity makes you feel like hacking your head off, such an option can prove very satisfying!

PAIN, PAIN, GO AWAY!

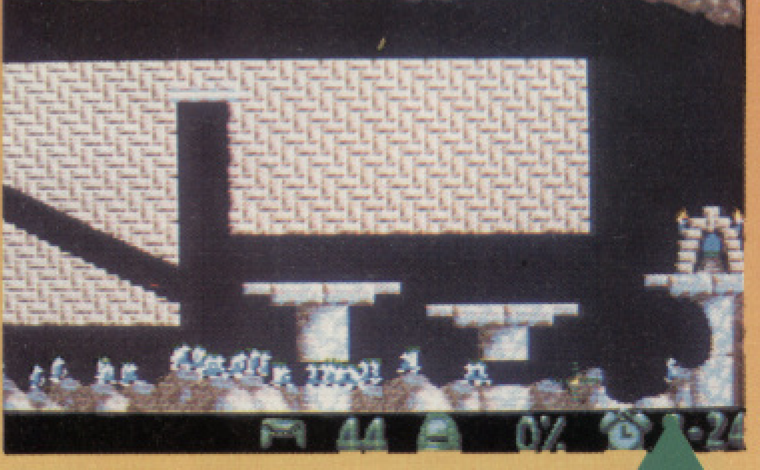
Mary Poppins antics abound as floaters armed with umbrellas touchdown without so much as a scratch. Often, on obstacles which allow digging in only one direction, a climber will have to crawl it, change to a floater in order to survive the jump, and then change again to a basher to tunnel back to his buddies.











MEGA GAME

WHIPPETS AHOY!

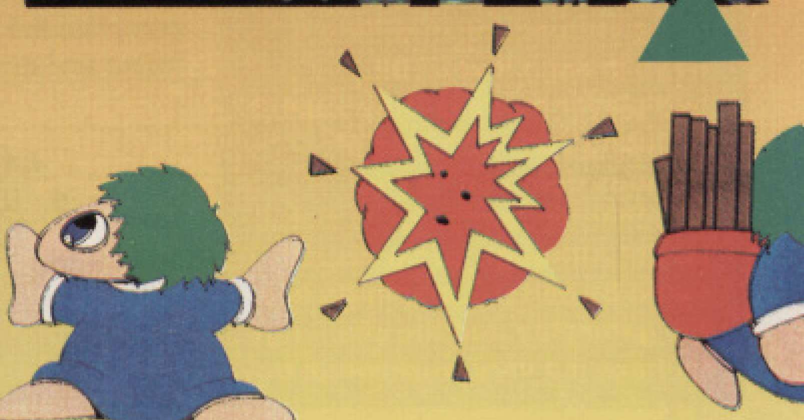
Here we see a Lemming from "up north" doing what he knows best! As the sweat accumulates in his cloth cap, it becomes obvious that his toils could lead to disaster. Judging correctly where to dig is of vital importance, so plan your excavations wisely!

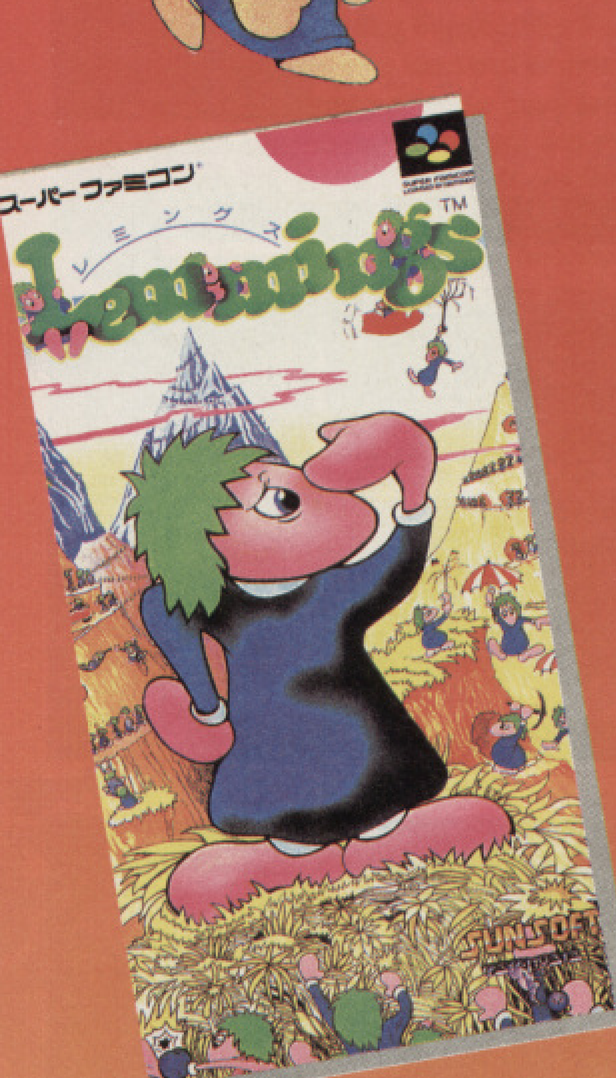


COMMENT

ROB

Be warned, Lemmings can seriously screw you up! I'm currently enduring agonising withdrawal symptoms from this highly addictive game. The SNES retains all of the elements that went to make the Amiga version so popular. You soon find yourself developing a schizophrenic relationship with these animals. One minute you're determined to save their furry little lives, and the next minute, nuking every one of them fills you with malicious glee. Difficulty settings range from fun to mayhem, and later levels become mind-numbingly tough. The two-player facility is good fun, giving you the opportunity to sabotage your opponent's efforts while trying to preserve your own. Lemmings is a very clever game and you've got to be clever with it, otherwise you're as dead as a... Lemming!





COMMENT

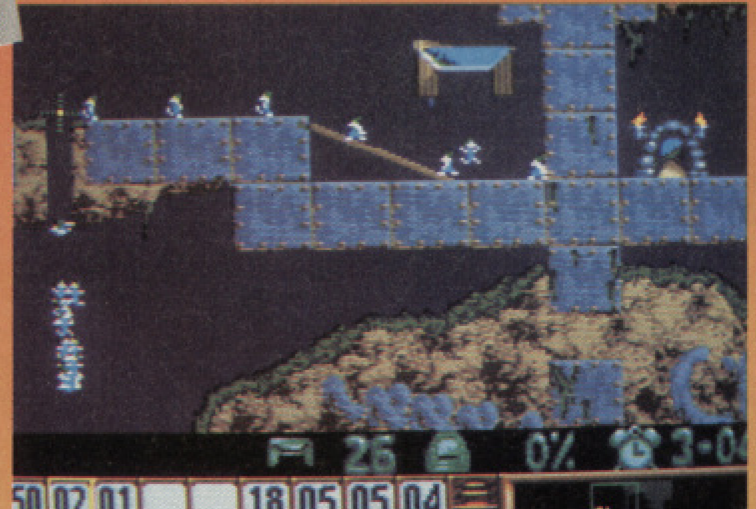


RICH

I really enjoyed the Amiga version of Lemmings - when I first saw it I personally ranked it as one of the most brilliantly original games of all time. It's not the graphics or sound. I think it must be something to do with the fact that the task you are charged with is mentally stimulating and taxes your brains in different ways in each level. The two-player mode is truly superb; inflicting various forms of hideous death on to your opponent's Lemmings is a real laugh! Although audio/visually it could be better, Lemmings has the gameplay and the challenge to make it a very worthwhile buy.

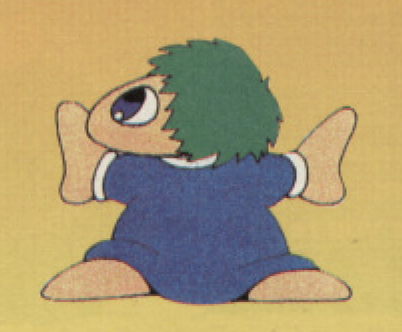
IT'S A GOD'S LIFE

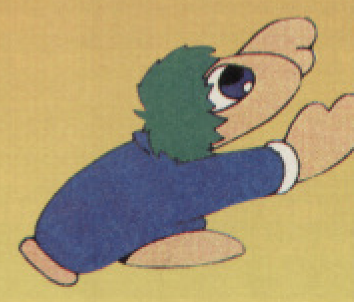
As you progress through the levels the landscapes become more complicated. On top of this you're given fewer options and are required to get a higher percentage of your fluffy chums home, which means one mistake could result in THE END OF EVERYTHING!

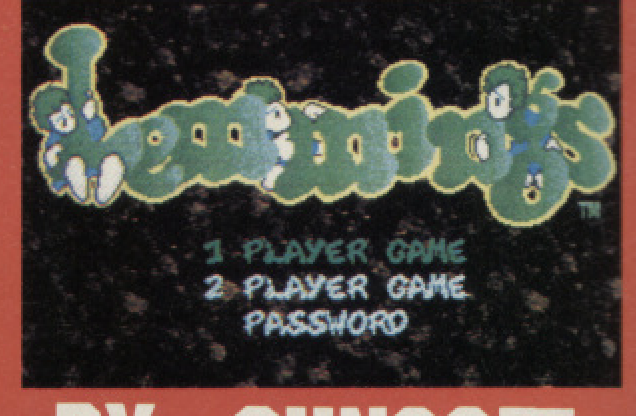


LEMMING STATS

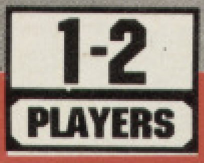
The statistics at the bottom of the screen tell you how many times you can use particular skills/tasks on each level. It also displays the time you have left to complete the level and the percentage of Lemmings home and dry. The nuke option is there as well.

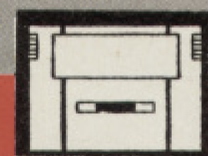


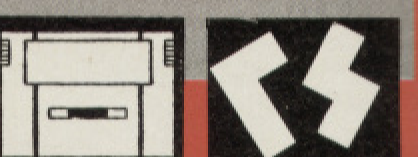




BY: SUNSOFT
PRICE: £39.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: NONE
SKILL LEVELS: 4
RESPONSIVENESS: GREAT







PRESENTATION 89%

The opening screens are entertaining and the all-essential password system is included.

GRAPHICS 83%

The Lemmings are well animated and the landscapes and backdrops are both well drawn and colourful.

SOUND 87%

There is a whole range of happy-go-lucky tunes, and the cute death cries of the Lemmings are excellent.

PLAYABILITY 92%

As soon as you're used to the icons, you're hooked...

LASTABILITY 91%

...and with 132 levels in the single-player mode and four difficulty settings you'll be kept busy for a very long time.

OVERALL 92%

A classic and original puzzle game with plenty of options. It won't fail to entertain, so don't fail to get your hands on it.



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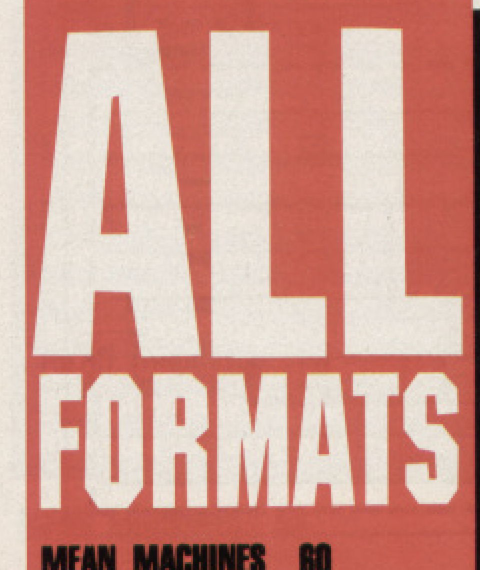
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TOP 10 CHARTS

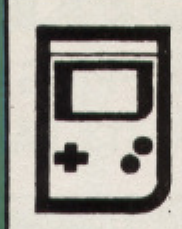


GAMEBOY

Here's a strange situation: Super Mario Land is still at the top of the charts! What's going on? Aren't you lot buying any new games? Will this situation change by next month?



▲ *Duck-related capering at number two.*

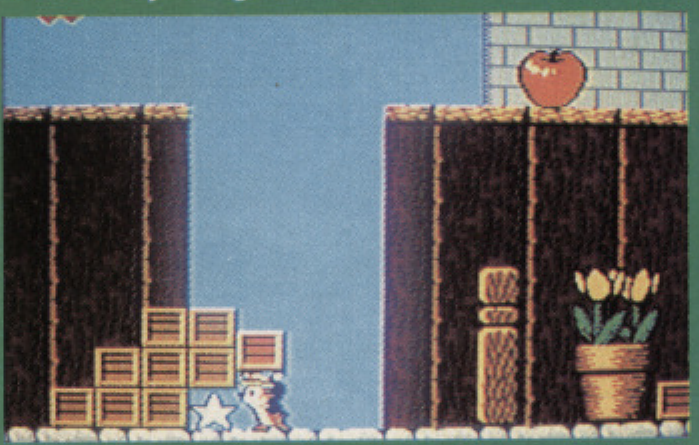


GAMEBOY

1	◀	SUPER MARIOLAND
2	▲	DUCK TALES
3	▼	DR MARIO
4	▼	WORLD CUP
5	▲	F-1 RACE
6	NE	TURTLES
7	NE	SOLOMON'S CLUB
8	▼	THE SIMPSONS
9	NE	BOULDER DASH
10	▼	GOLF

NINTENDO

Boredom rules in the Nintendo chart, with Super Mario III once again the highest selling Nintendo cartridge. You'd think with all these new games coming out, some of them might actually make it into the chart - and sell more copies than games like Donkey Kong Classics.



▲ *Dale going for the star position.*

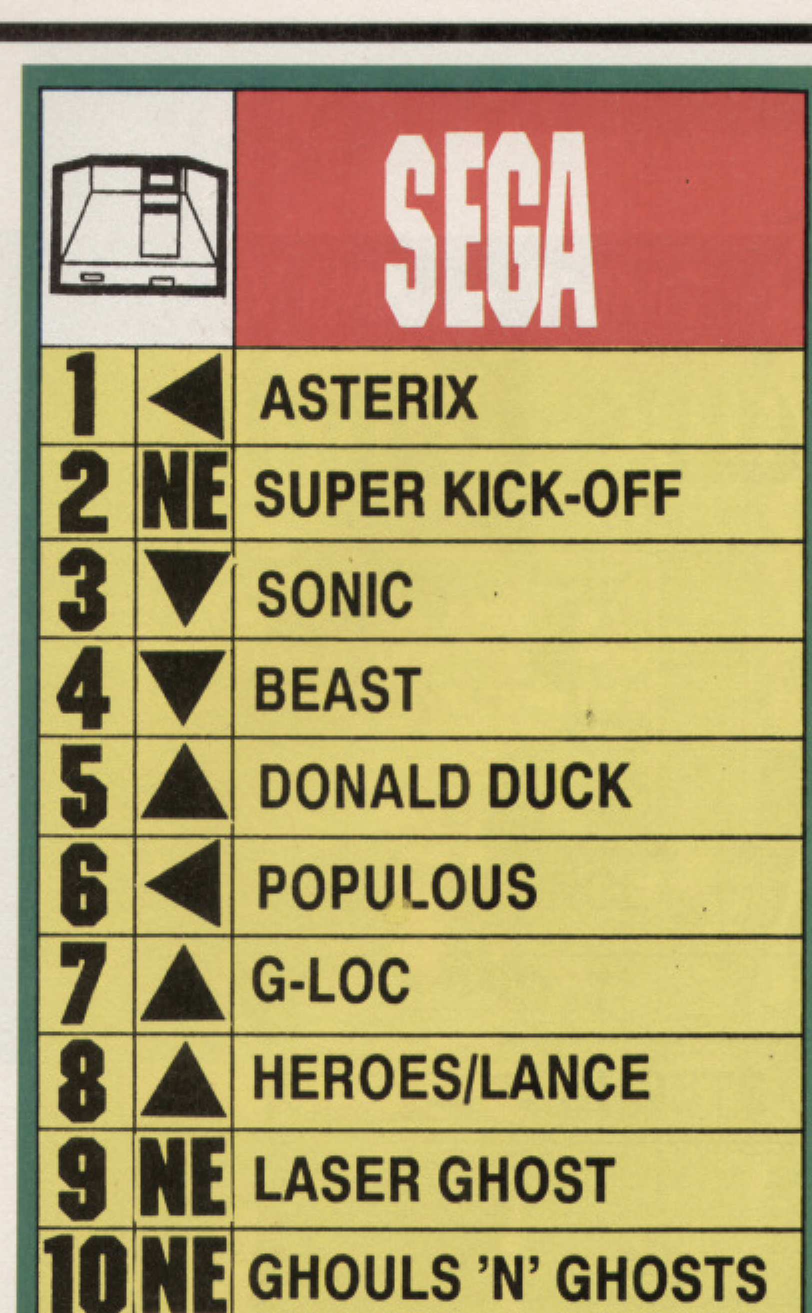


▲ *Luke loses the force.*



NINTENDO

1	◀	SUPER MARIO III
2	▲	RESCUE RANGERS
3	▼	STAR WARS
4	◀	SUPER MARIO II
5	◀	KONG CLASSICS
6	▲	THE SIMPSONS
7	NE	NEW ZEALAND STORY
8	◀	WWF
9	▼	DUCK TALES
10	▼	GHOSTBUSTERS II



SEGA

1	◀	ASTERIX
2	NE	SUPER KICK-OFF
3	▼	SONIC
4	▼	BEAST
5	▲	DONALD DUCK
6	◀	POPULOUS
7	▲	G-LOC
8	▲	HEROES/LANCE
9	NE	LASER GHOST
10	NE	GHOULS 'N' GHOSTS

SEGA

Asterix remains at the top of the Master System chart with Super Kick Off right behind it, hungry for the coveted number one position. Beast and Populous remain high in the chart, but other than that, there's not much excitement in this month's chart.



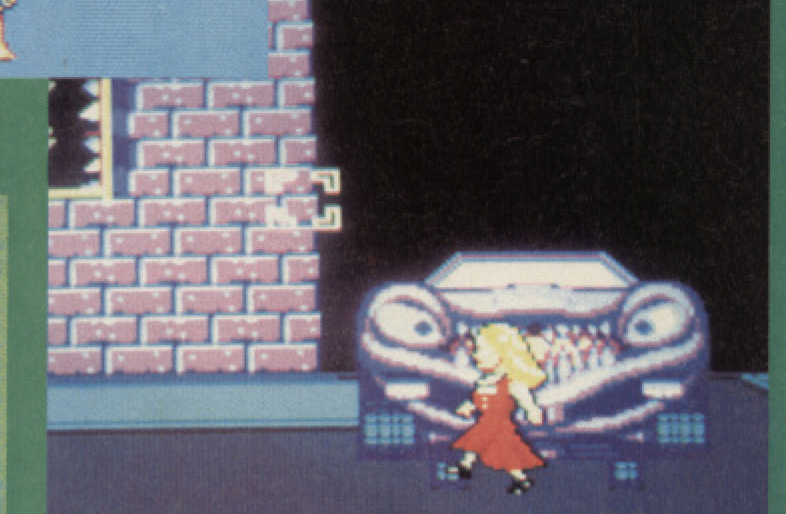
▲ *G-LOC flys in at seven.*



▲ *Don't mess with the Gaul!*



▼ *Penalty ref..!*



▼ *A major contribution to road safety.*

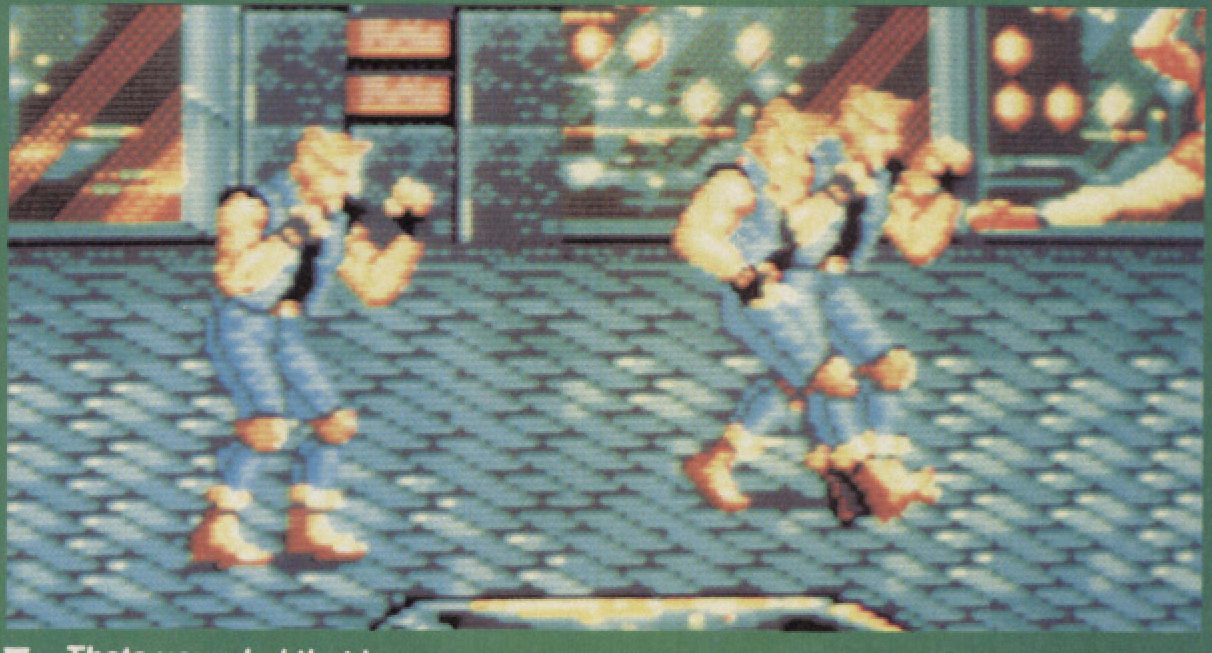
MEGADRIVE

1	NE	DESERT STRIKE
2	NE	KID CHAMELEON
3	NE	ALISIA DRAGOON
4	◀	HELLFIRE
5	▼	F22
6	▼	ROAD RASH
7	◀	STREETS OF RAGE
8	▲	MERCS
9	▼	ROBOCOD
10	▼	PACMANIA

MEGADRIVE

EA's amazingly good Desert Strike takes the number one slot with Kid Chameleon and Alisia Dragoon arriving as new entries. Hellfire's still looking good, with the usual assortment of stuff occupying the lower portion of the chart.





▼ *Thats your dad that is.*

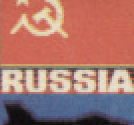












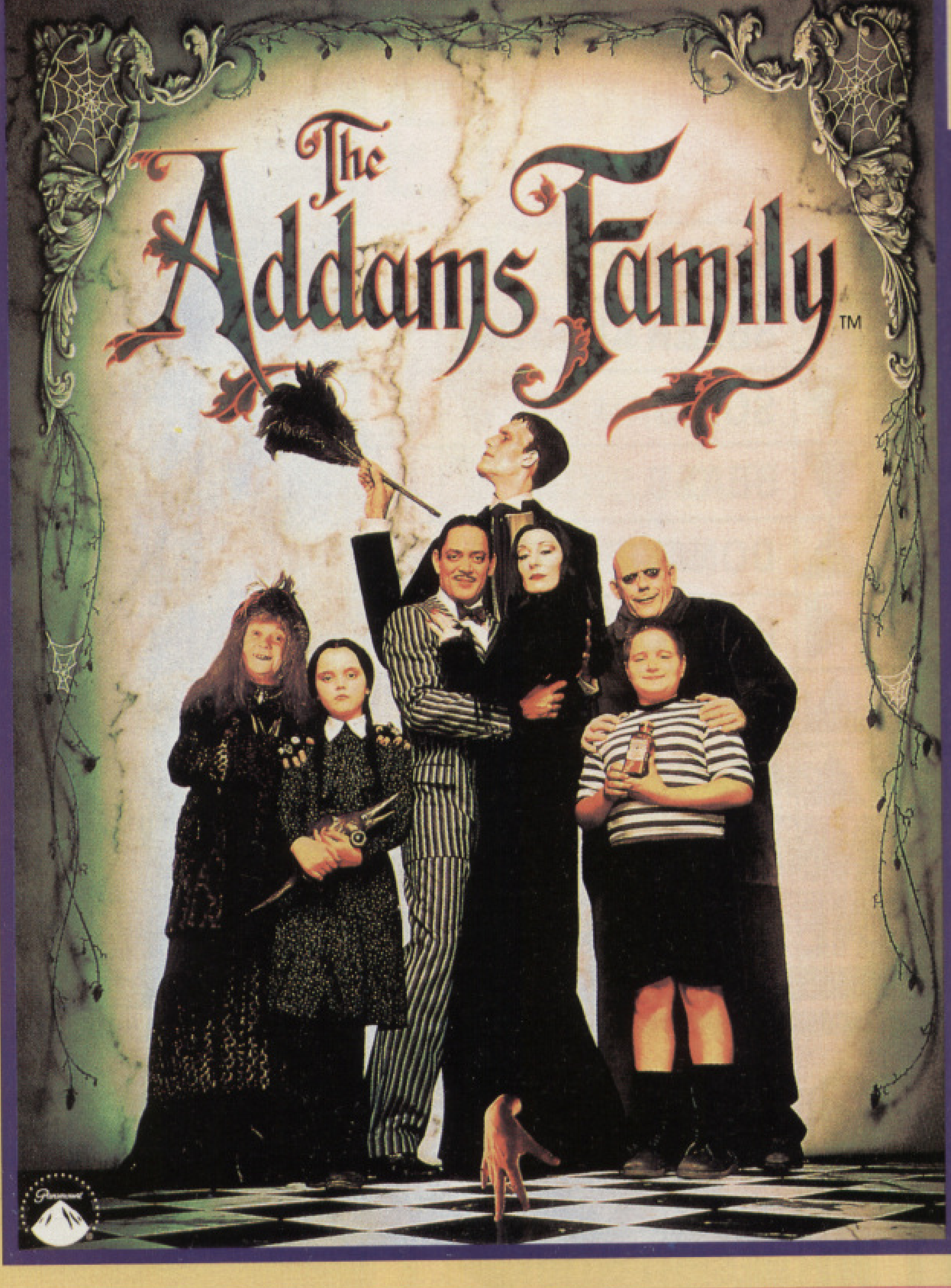


PREDICTIONS

MEGADRIVE: DESERT STRIKE
MASTER SYSTEM: ASTERIX
NINTENDO: SUPER MARIO IV (again)
GAMEBOY: SUPER MARIO LAND (yet again!)

There's no rest for the wicked so they say, and where this bunch is concerned it couldn't be more true. Hell's most wholesome family are in quite a pickle, and for once it's not their fault. Abigail Craven is trying to get her hands on the family fortune, and with the assistance of her cohorts, Tully and The Judge, she has so far managed to lock up everyone apart from Gomez. Morticia is imprisoned somewhere in the lower vaults of the mansion, Uncle Fester has lost his memory and is suffering a bad case of demonic possession, and Granny and the kids have also become victims of Abigail's diabolical behaviour. So it's up to Gomez to hunt down Pugsley, Wednesday and Granny, restore the memory of Uncle Fester, and then see to the rescue of his wife.

With places to explore inside and outside the vast mansion, rooms which seem inordinately capacious, secret passages and doors which lead to anywhere and nowhere and lots of baddies desperate to make sure you stay right where you are, this really is a nightmare - even for the Addams Family!










GETTING HIGH

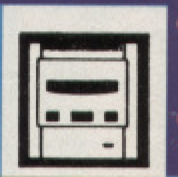
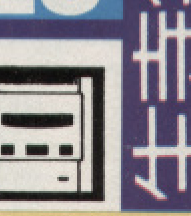
What happens when you cross party hats with food mixers? No idea? Well, Gomez has figured it out and he calls it the fezi-copter. While it is utterly useless at slicing carrots or folding pastry, it does allow Gomez to reach the otherwise unreachable. But be warned, once you enter a new door it is operative for only a few more seconds.



Gomez's Fezi-copter really comes in handy.





A VERY HANDY THING

Every now and then, when Gomez enters a room he's confronted by a box with the letter A printed on it. If he headbutts it, Thing pops up to reveal a clue which can prove very useful to him.



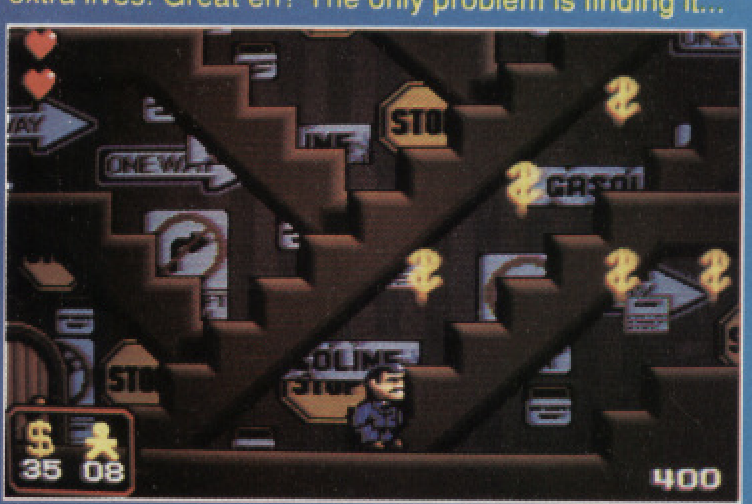






SECRET CENTRAL

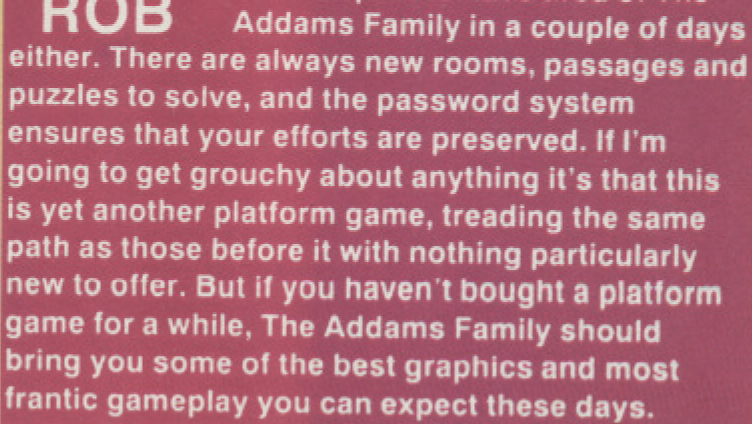
The Addams Family is packed full of secret rooms! Nearly every screen has a hidden area full of bonuses - but the real biggie is very near the beginning. Inside this secret screen is a load of power-ups and ANOTHER secret screen containing no less than 27 extra lives! Great eh? The only problem is finding it...





Gomez Addams finds his way to the Old Tree rounds of the Addams mansion.





COMMENT

ROB

This game certainly has a lot going for it. To begin with the quality of the graphics are excellent, with well defined sprites and backdrops. Be prepared for a game that is fast and, at times, very difficult. In fact I was quite fearful that I might finish the game with a lot less hair than when I started it, such is the frustration it arouses! Don't expect to have tired of The Addams Family in a couple of days either. There are always new rooms, passages and puzzles to solve, and the password system ensures that your efforts are preserved. If I'm going to get grouchy about anything it's that this is yet another platform game, treading the same path as those before it with nothing particularly new to offer. But if you haven't bought a platform game for a while, The Addams Family should bring you some of the best graphics and most frantic gameplay you can expect these days.



LURCH PLAYS THE BLUES

Enter the Music Room and you find what looks like a decrepit Richard Stilgoe tinkling the ivories. When Gomez saves a member of the family from the clutches of an end of level bad guy, they are immediately transported to this room. When Granny, the kids and Uncle Fester are all present and correct, Gomez can set about the lengthy task of saving his Morticia.

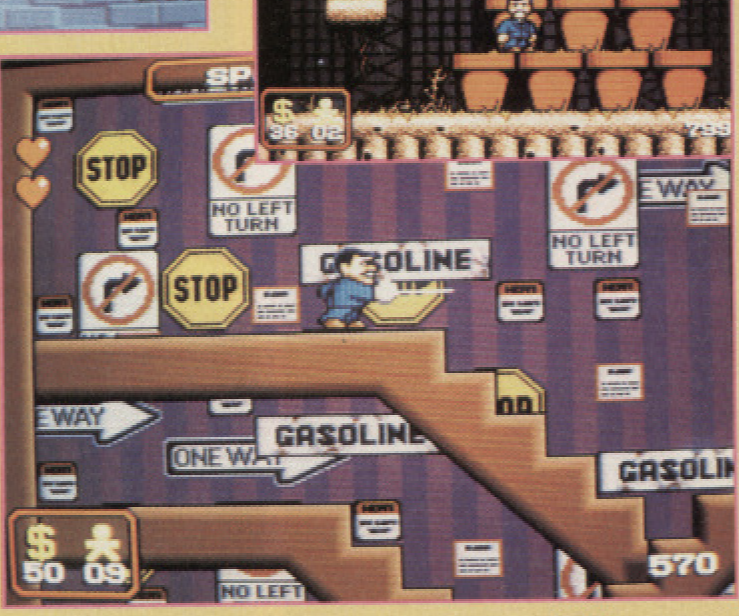


Plenty of collectables await Gomez in this location.





Gomez faces up to one of the game's lethal guardians! Jump on his head many times to see this icy demon off.



Some bizarre signs in the Sports Hall.



COMMENT

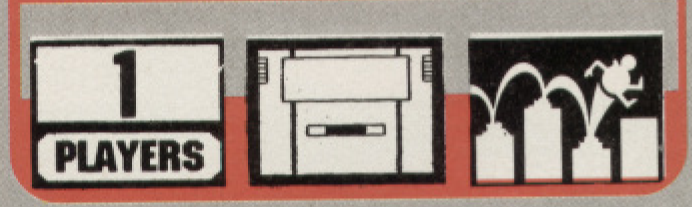


JULIAN

When I first played The Addams Family, I must admit to not being overly impressed. The graphics and sound are both superb, but the gameplay seemed a bit bland. However, the more I played it the more I got into it. There's loads to discover, and there are more secret screens than even a Mario game! It's tough too and you really need to polish your platform skills to get anywhere - on later levels things get extremely tricky and the final level certainly takes some doing! If you're looking for a game with tough, 100% platform action, look no further than this.



BY: OCEAN
PRICE: £39.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: VERY FAST



PRESENTATION 88%
All of the expected options are there, most notably a very useful password system.

GRAPHICS 90%
The stubby sprites are well animated and the backdrops are of excellent quality.

SOUND 89%
Plenty of eerie tunes as Gomez moves about the dark and dank mansion. Sound effects are spot on as well.

PLAYABILITY 90%
Controls are bouncy and responsive which is essential because this is a fast and tough game.

LASTABILITY 88%
Loads of rooms, secret doorways and passages make this no pushover, and platform fans will just keep on coming back.

OVERALL 89%
Nothing really new on offer, but the platform action is tough and enjoyable and fans of the genre should be in their element.

HOTLINES

WIN A SUPER FAMICOM



The Super Famicom is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot phone line. You know the score. Dial away and see if you can win.

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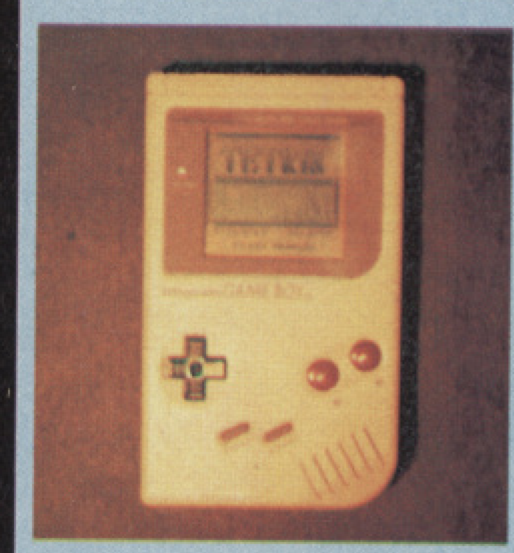
WIN A MEGADRIVE

If you've always wanted a Megadrive but have parents who're too stingy to buy one, why not try and win one in this amazingly easy-to-enter comp. Caress the knobs on your phone, dial up and listen...



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WIN A GAMEBOY



What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It' the greatest thing since dusted monkey ass, an one of these pocket-sized wonders could be yo if you win the comp on this line.

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❛The Super Nintendo promises to bring a new dimension of excellence to the games playing public.❜

Mean Machines, January 1992.

A 16-bit Computer and Custom Picture Processing Unit generate graphics like you've never seen before. Sensational 3D effects throw you right into the heart of the action. Four layers of independent scrolling background screens bring movement in every direction, ensuring sharper definition and perfect perspective at all times.

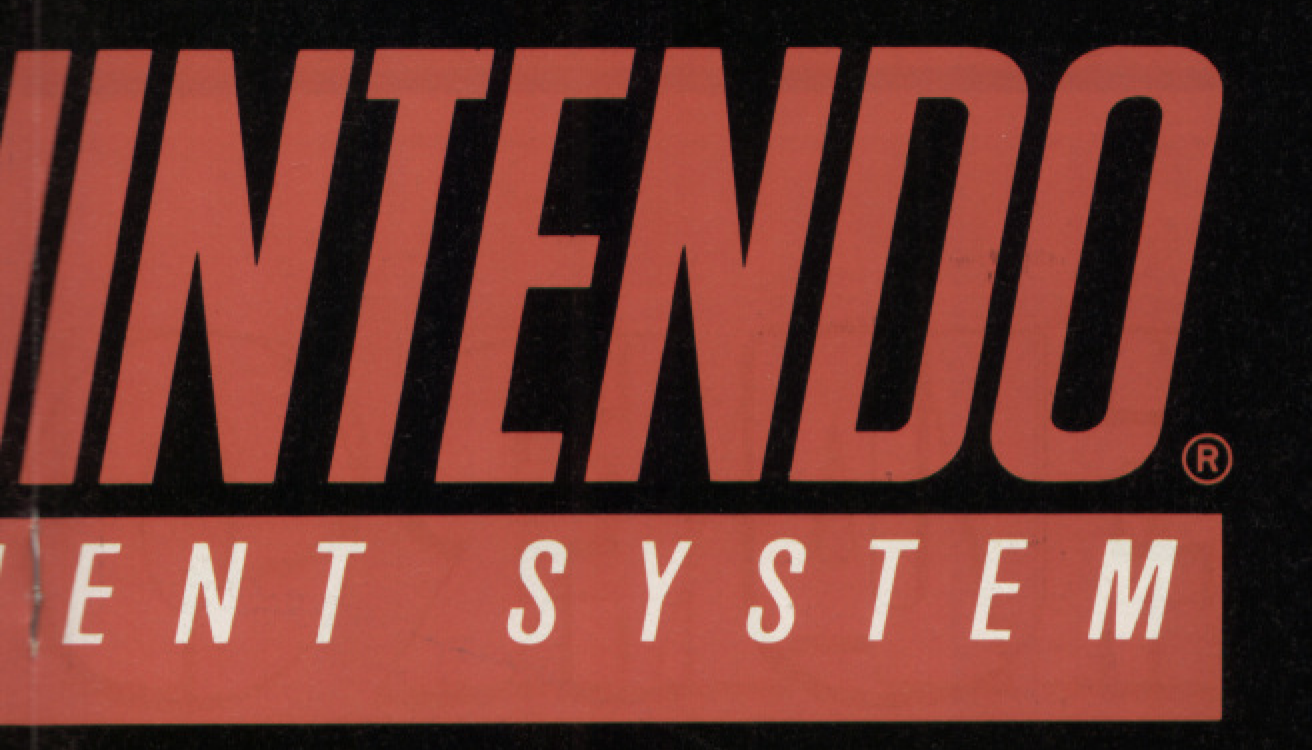
❛The Super Nintendo's main attributes are its brilliant custom chips. These are used to create some stunning graphical effects.❜

Computer and Video Games, February 1992.

Unique and simultaneous scaling qualities bring new depth and impact enabling immediate enlargement or reduction to any of the 128 sprites on screen at any time. Through utilisation of a massive 128k RAM and 128k Video memory, a whole new dimension to game play scenarios can



WILL YOU EVER





now be created, and with over 32,000 colours there's a massive palette of opportunities.

Whilst vibrant graphics fill the screen, eight separate audio channels of Super Nintendo fill the room. Full dimension digital stereo and near-CD quality sound means that the Super Nintendo comes alive at your finger tips.

‘Sounds can be played in true stereo and the effect is jaw dropping.’
Computer and Video Games, February 1992.

To increase the degree of control and skill at your command, pin point accuracy is ensured through the new ergonomically designed controller – a major innovation in itself. Eight-way cross-key joystick, colour-coded relay buttons and left and right adjustment switches ensure action unfolds in all sorts of new ways.

The Super Nintendo set comprises – control deck, controller, A/V cable, RF switch (allowing you to connect both NES and Super Nintendo to the same TV) and Super Mario World Game Pak – a masterpiece in its own right and hailed by Mean Machines as the greatest 16-bit platform game yet devised.

Super Nintendo – from now on game playing will never be the same again.

REACH THE END?

WIN A TRIP FO

EURO CUP

THANKS T









Having just released Hyper Soccer, one of the best soccer games yet seen on the Nintendo, Konami have decided to celebrate by giving away a trip for two to see the European Cup final in Gothenburg, Sweden on the 26th June! Are they generous or what?

The trip is completely fab and includes the air flight to Sweden, buffet lunch when you get to your four-star hotel, overnight accommodation, executive coach transfer to the match, top seats at the stadium AND an after-match dinner at one of the finest Scandinavian restaurants! Amazing, eh?

And that's not all! As an added bonus (or not, as is your view on the subject), you and your companion will visit the match with MEAN MACHINES editor Jazza Rignall who will no doubt teach you a few choice Southend terrace songs to help cheer England ('cos they're bound to be in the final) to victory.

So what have you got to do to stand a chance of winning this once-in-a-lifetime competition? Well, we want you answer the three dead easy questions below and then fill out the form. Once you've done that, stick it in an envelope and send it off to: LET ME WIN THE TRIP BECAUSE I DON'T SMELL MUCH AND I DO HAVE A PASSPORT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date of the competition is June 15th - so make sure your entry arrives by then, or it won't be included in the grand draw when we'll pick the winner.

RULES!

If you aren't over 18 years of age, whoever accompanies you must be - so make sure that if you're not over 18 that your coupon is signed by whoever will go with you.

No EMAP Images employees or their relatives can enter this comp. So tough bananas.

COMPETITION

…R TWO TO THE …OPEAN …FINAL

…TO KONAMI





WARNING: NOTE THE CLOSING DATE! YOU ONLY HAVE TWO WEEKS TO ENTER!

THE FORM

1. NAME ONE OTHER KONAMI GAME

....

2. NAME ONE TEAM OTHER THAN ENGLAND WHO'LL APPEAR IN THE EUROPEAN CUP..............................

3. WHO IS THE HOST NATION OF THE FINALS? ....

NAME..

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ADDRESS..

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AGE

If under 18 please get a parent or guardian to sign below.

I confirm that I will accompany the above on the trip should he/she win the competition.

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MARBLE

So, you like the occasional game of marbles eh? Well, perhaps you should try out Marble Madness for the ultimate in small sphere-related activities!

This isometric 3D game puts you in control of what must be the toughest marble of all time, and it's your job to guide the orb-like item around the many hazards that make up the Marble Madness course. Your objective is simply to reach the end of the stage before your time limit expires. Rather helpfully, the end of the course is marked GOAL! So, you know what to look out for. Any remaining seconds you have are added on to the time limit of the next level, so storing up time on the easy levels is a good tactic.

There are six levels of arcade action in Marble Madness, packed with strange meanies, cunning traps and hazardous landscapes. Do you reckon you can handle the action?

BIZARRE HAZARDS



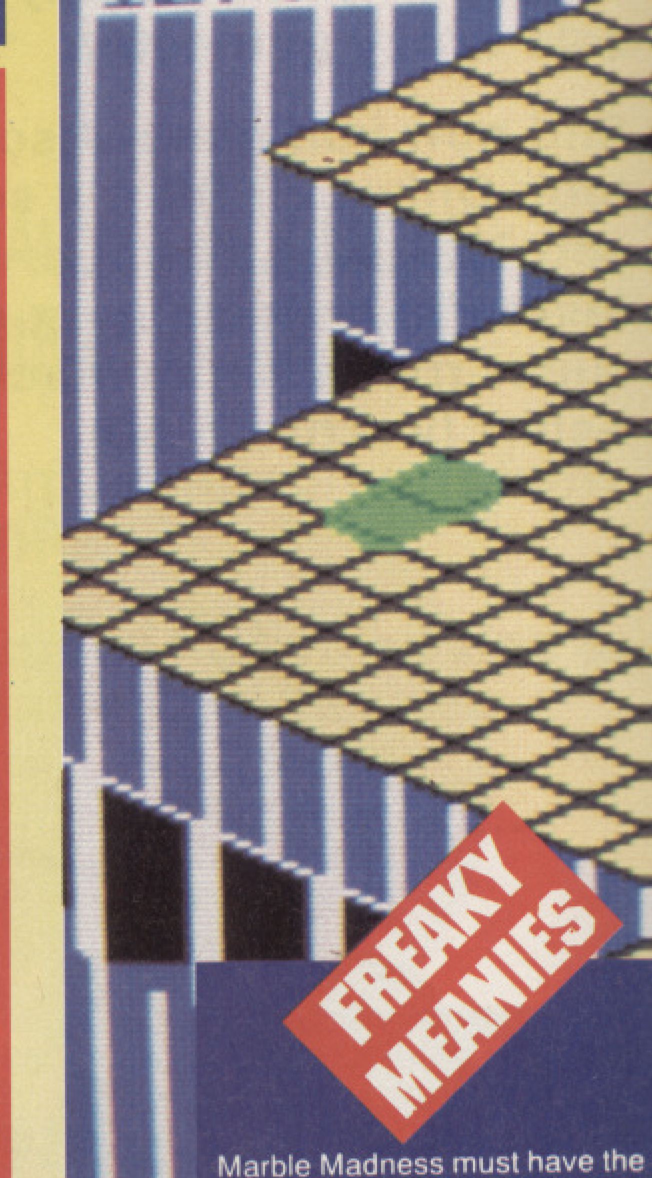
As you travel through the game you come across many weird hazards including a rampant wave machine, a dangerous whirlpool and lethal, almost unpredictable vacuum cleaners! Not surprisingly, all of your sphere-controlling cunning is required to progress past these hazards.

COMMENT



RICH

Marble Madness has been converted to most other consoles and just about every version has been completely brilliant. While this version is graphically superb, the control method ruins the game. The control system is just not intuitive enough - one tiny press of the D-pad sends your marble flying across the playing area. The game is also very easy - even with the difficult controls. I saw most of the levels in my first setting, and it doesn't take a games playing genius to finish the game very quickly. Another thing I noted was that game was quite a lot slower than the original. The easiness of the game is a problem on most of the other versions too, but at least they were fast and enjoyable to play. Unfortunately, Master System Marble Madness

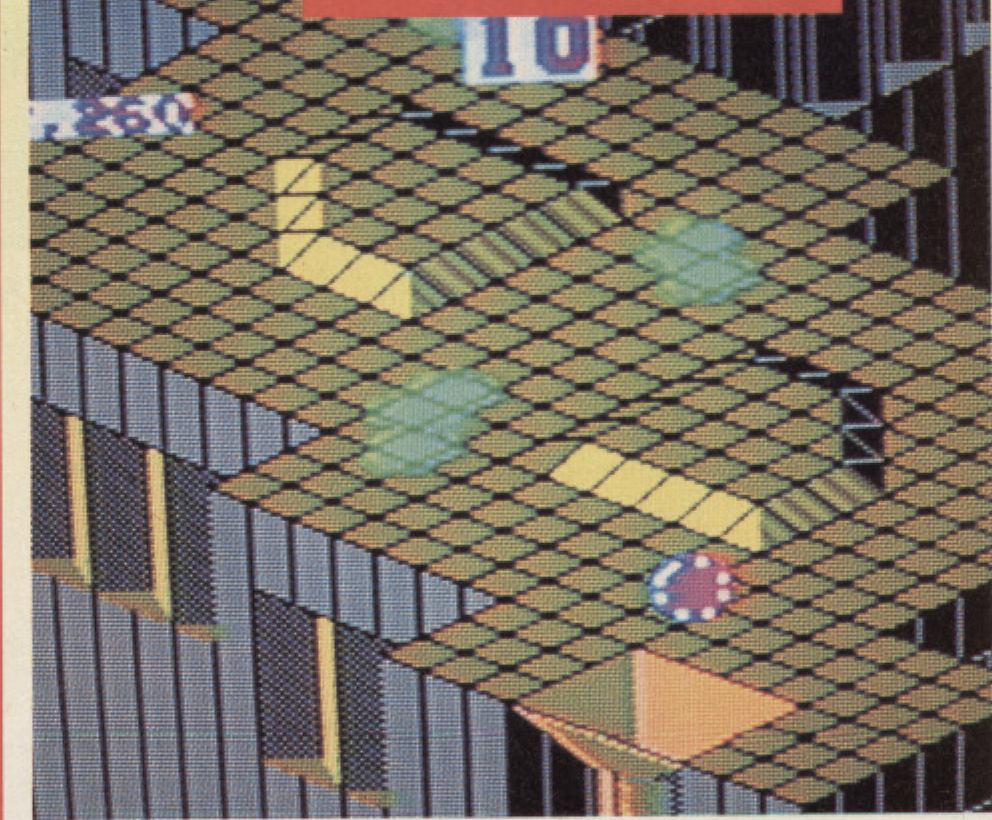


FREAKY MEANIES

Marble Madness must have the strangest assortment of baddies yet found in a video game. Look out for evil black marbles, pools of living acid, hammers and suction-cap creatures that eat you whole! Most of these creatures should be avoided at all costs or you die! Some creatures, like the black marbles can be ricocheted off the edge of the landscape and into oblivion!

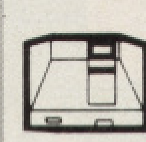
MORE MARBLE MALARKEY

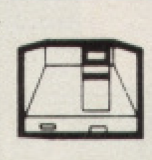
Marble Madness must be one of the most converted coin-ops of all time! Versions of this classic Atari coin-op are available for the Nintendo (programmed by Rare for MB Games), the Megadrive (courtesy of Electronic Arts) and the Gameboy (produced by Mindscape). Just about every version is a spot-on adaptation of the coin-op. Who knows? Perhaps Virgin will release Marble Madness on the Game Gear too.





▲ *Level one has safety rails!*

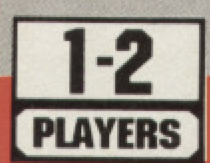


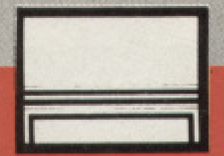


MADNESS



BY: VIRGIN
PRICE: £TBA
RELEASE DATE: AUGUST
GAME DIFFICULTY: EASY
LIVES: TIME LIMIT
CONTINUES: NONE
SKILL LEVELS: 8
RESPONSIVENESS: POOR



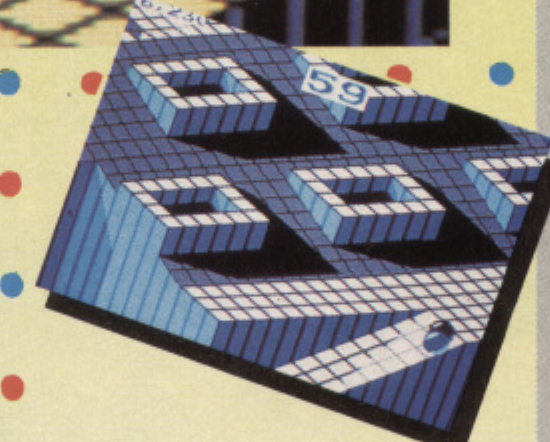




COMMENT

Graphically this is as close to the arcade original as you could hope. Sadly, though, the gameplay doesn't quite live up to the same standards. The control method is rather fiddly and lacks the "feel" that made the coin-op original and other console conversions such a joy to play. The game also lacks challenge - it's just too easy to go all the way through the game. I still went back to it to try and notch up near perfect scores, but didn't enjoy it as much as I had done with other versions. Marble Madness fiends are bound to enjoy what's on offer, but at the end of the day you're left feeling that just a little bit more polishing in the gameplay department would have resulted in this being a perfect conversion, rather than just a good one.

JULIAN



▲ *Excitement from level two.*



▲ *Oh no! Game over!*

PRESENTATION 74%
Lots of options to tweak, including a choice of control method.

GRAPHICS 87%
Graphically superb and very close to the coin-op indeed.

SOUND 64%
A range of tunes play throughout varying from quite good to downright awful.

PLAYABILITY 71%
It has all the elements of the arcade machine, but the control method is not accurate enough.

LASTABILITY 61%
There are only six levels and because the game's so easy, they don't take long to conquer.

OVERALL 70%
A graphically superb game, Marble Madness is let down a lack of challenge and a poor control method.



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Poor old Chuck Rock. There he was, watching stone age television and consuming a few bevvies when along came the evil Gary Gritter, who mercilessly snatched his lady love, the fair Ophelia. Of course, Chuck isn't going to take this sitting down, so decides to rescue his beloved from Gritter's perverse clutches.

This involves the player adopting the persona of Chuck and running around a series of eight-way scrolling platform backdrops, braving the treacherous traps and hazards that Gritter has prepared for him. Luckily, Chuck isn't defenceless in his quest; his enormous beer belly can be used to repel enemy attack with just one lethal pelvic action and he can pick up rocks and boulders to chuck at his assailants.

There are five levels in Chuck Rock, each with three sub-stages, but keep a look out for some of Gritter's enormous pet dinosaurs. They've been specially trained to deal with any cavemen who enter their territory, so watch out!

▼ *A helping hand...*

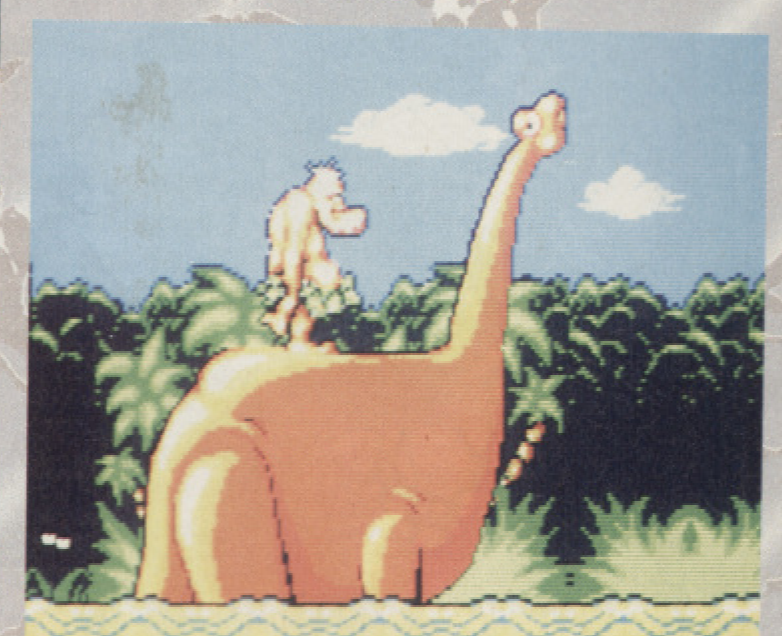
COMMENT

JULIAN

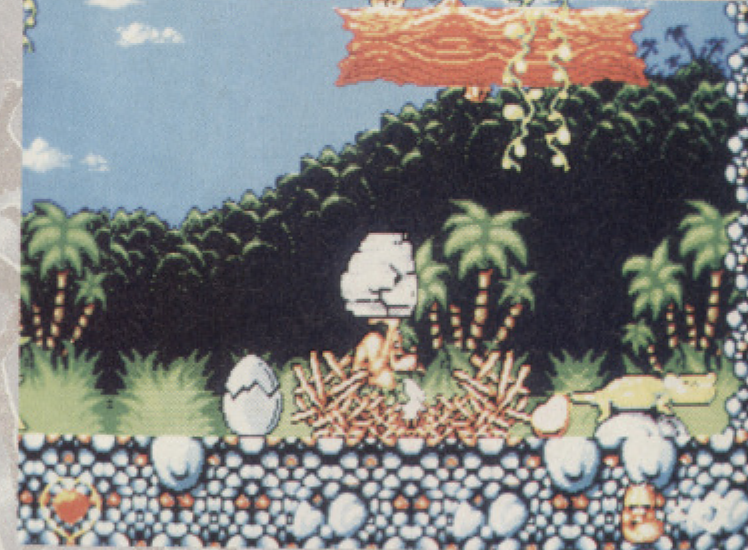
The Chuck Rock character might be slow, smelly and hairy, but there's nothing slow, smelly and hairy about the game! It's great fun, with the bumbling Neanderthal wandering around the beautifully-drawn, hazard-packed platform environment solving puzzles and dishing out damage to dinosaurs. The gameplay is extremely well designed - usually, the first mention of puzzles in a platform game sends me away screaming with horror, but these ones are logical and enjoyable and don't bog down the action at all. With its excellent graphics and superb sounds, Chuck Rock is the best platform game seen this year and is a game that Megadrive players are thoroughly recommended to invest in.



Holsting a rock above his head, Chuck is invulnerable to falling debris.



Chuck hitches a ride on a helpful brontosaurus. This comes in handy for negotiating swamps.



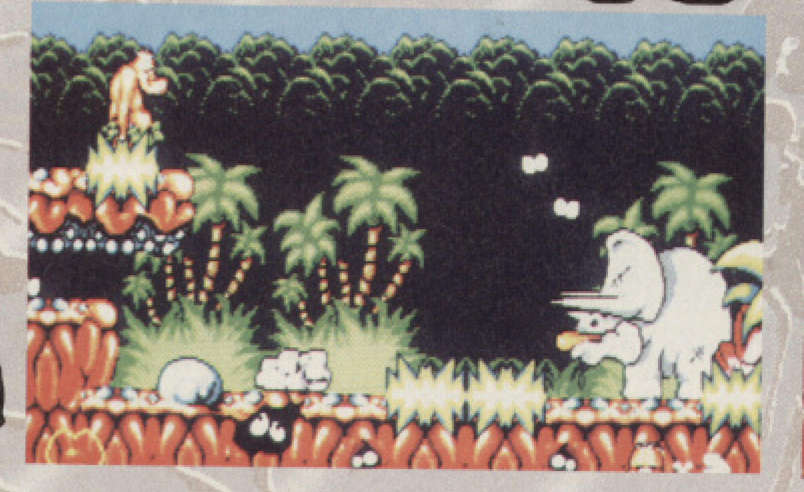
ROCK AND ROLL

Rocks are a caveman's best friend (in this game at least). Chuck Rock is capable of lifting boulders and these are used to crush any enemies that cross his path. Rocks are also useful shields to protect Chuck's head from any falling debris or enemy sprites. Boulders are also excellent for jumping on to get some extra height - this is often the only way to get your hands on some juicy bonuses.



CONVERSION CAPERS

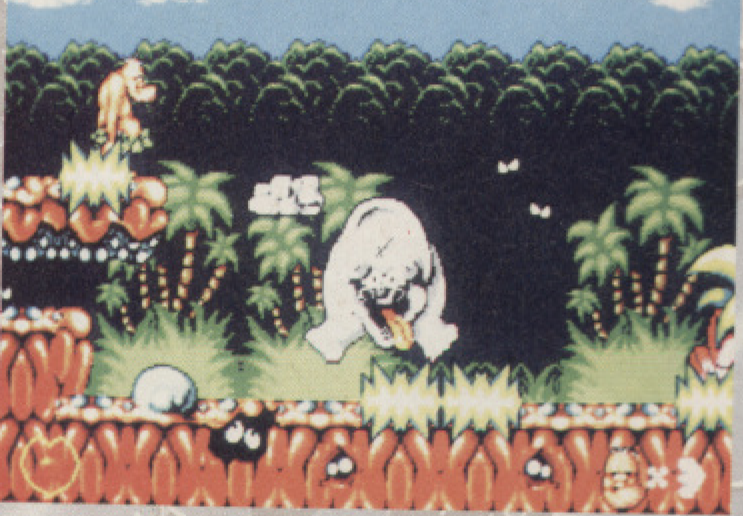
Just like Corporation (reviewed last issue), Chuck Rock was originally an Atari ST and Amiga game released by an independent company called Core Design. For the Megadrive conversion, Core's original programming team were called in to perform the coding honours. This version is actually quite a bit faster and smoother than the original 16-bit games, and has a larger scrolling screen too. Cor!



CHEEKY SAMPLING

To add to that all-important humorous atmosphere, Chuck Rock has many stone age samples, all cheekily snatched from Hanna Barbera cartoons! So, ready your ears for an aural overload as you thrill to sound taken from the likes of The Flintstones and Captain Caveman!

Watch out Chuck!







Belly-butting that strange green creature creates a useful platform used to reach later parts of the level. Essential.



More dinosaurs helping out.



Watch out Chuck!

STONE AGE PUZZLING

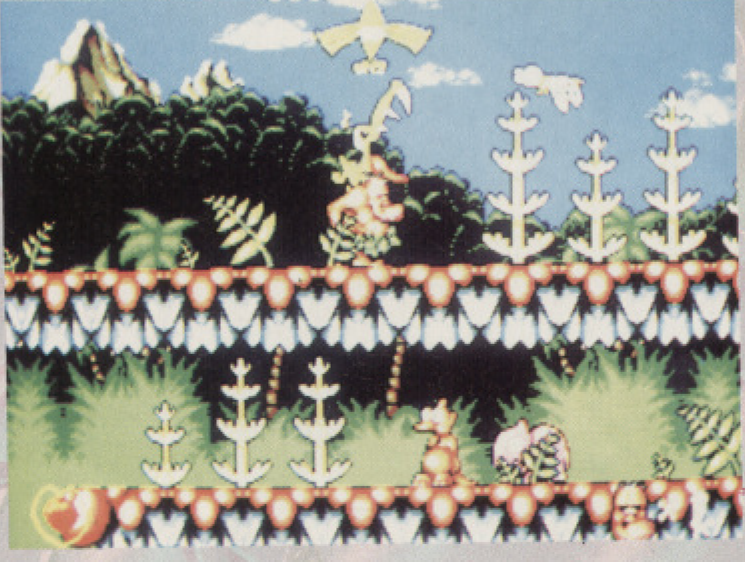
There are a number of mini-puzzles incorporated into Chuck Rock to tax the old grey matter as well as your arcade reflexes. For example, at one point in the game, Chuck reaches a massive wall which seems impassable. However, there is a seesaw type arrangement waiting at the foot of the wall. By clambering onto one end and chucking a boulder onto the other, Chuck Rock is propelled into space and it's up to you to guide him to a safe landing!



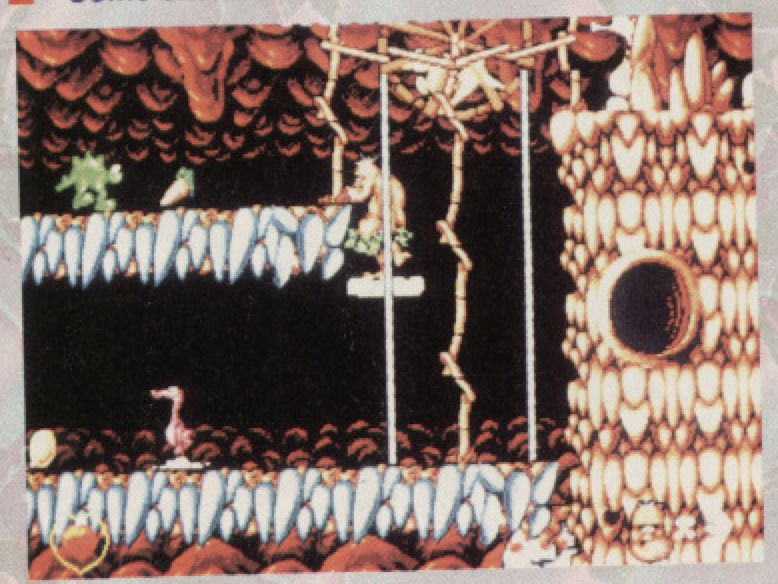
COMMENT

RICH

I reviewed the Amiga version of this version when I worked at C+VG, and although I liked it quite a bit then, I think it's even better now it's made its way over to the Megadrive. It's just got so much to offer with its superlative audio/visuals and its addictive gameplay. Most platform games are just a test of your skill, but Chuck Rock is actually something of a brain teaser. Solving all of the mini-puzzles, along with making the best use of your rocks adds a new dimension to the gameplay. Most Megadrive platform games are completed very quickly, but not so Chuck Rock. Its fifteen levels are packed with challenge and I guarantee that this cart will last a long time. Overall then, I'd recommend that you invest your pounds sterling in this game immediately - it's the best platform game since Robocod!

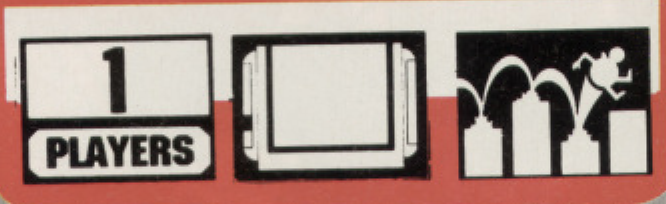


Some excitement from level one.





BY: VIRGIN
PRICE: £TBA
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SUPERB



PRESENTATION 90%

A nice attract sequence and some useful options make up the presentation side of the game.

GRAPHICS 91%

Truly superb characters, animation and backdrops. A veritable visual feast of large proportions.

SOUND 93%

Swing your stone age loin cloth to some groovy tunes and thrill to the wealth of superb sampled effects.

PLAYABILITY 92%

Instantly appealing and playable, Chuck Rock is addictive from the word go.

LASTABILITY 90%

Fifteen long levels to conquer and the well-pitched difficulty level makes this a game that should last for a long, long time.

OVERALL 91%

An excellent and quite original platform game that's highly recommended to all Megadrive players.

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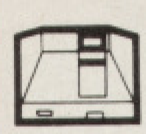
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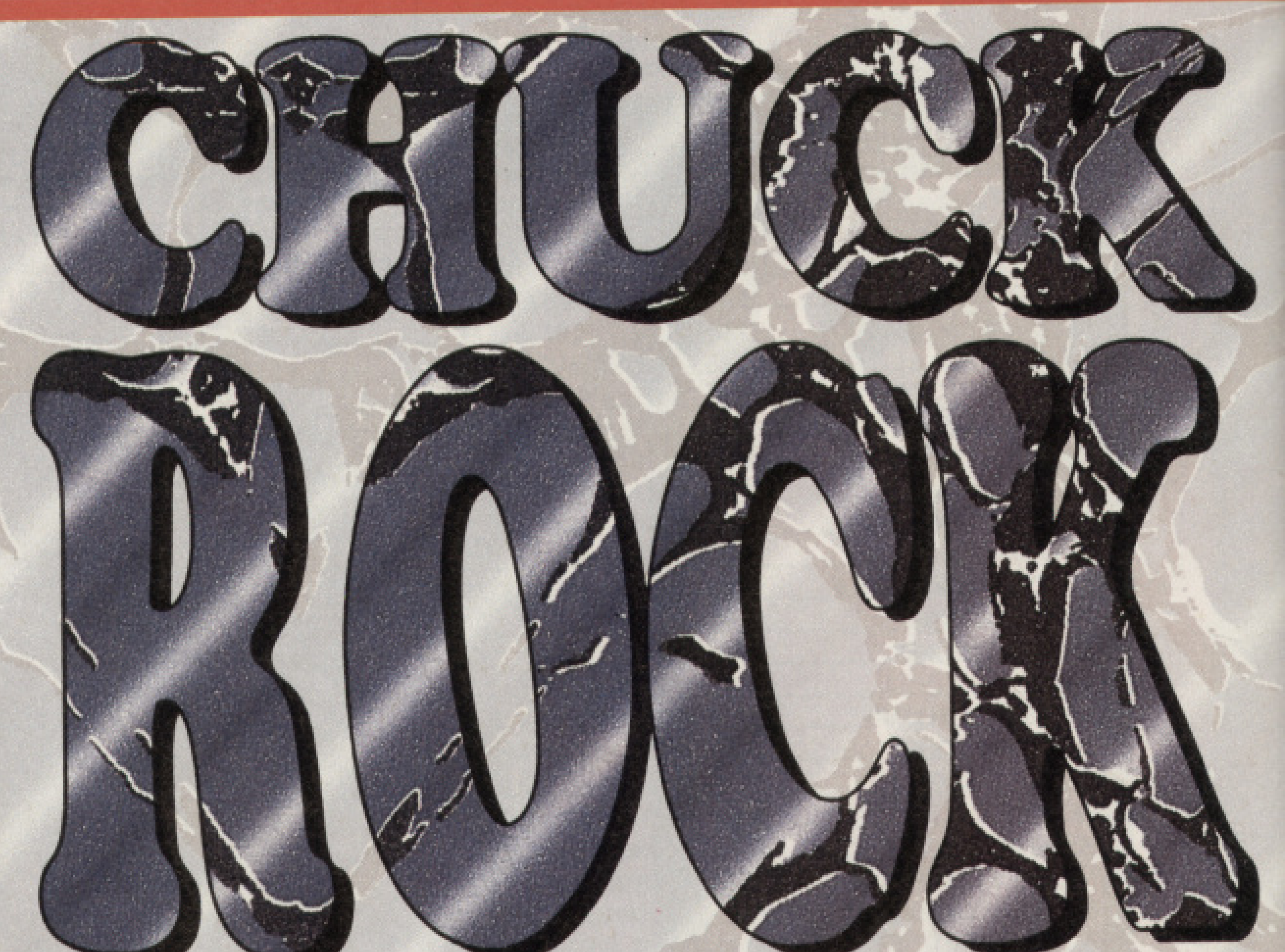
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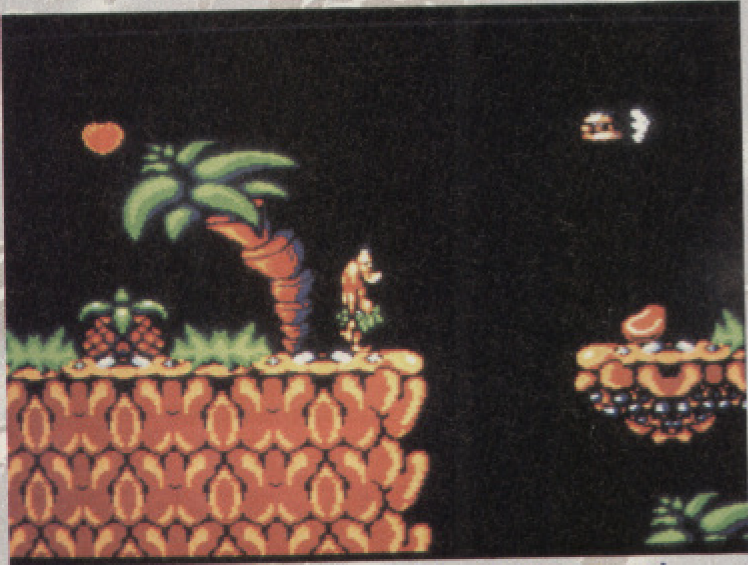
REVIEW



Poor old Chuck Rock! His missus has been mercilessly kidnapped by the evil Gary Gritter! In his quest to rescue Ophelia, his lady love, he has to follow Gritter through some of the most treacherous areas of prehistoric Earth until he faces his arch-nemesis in the final showdown!

What this generally entails is screen after scrolling screen of platform fun as Chuck uses his incredible cunning along with his massive belly-butting and rock-throwing abilities against the many stone age terrors.

Have you got what it takes to rescue Chuck Rock's wife from the clutches of evil?



The Gary Harrod lookalike struts around prehistoric Earth admiring the scenery.







Chuck Rock lurks behind some undergrowth.



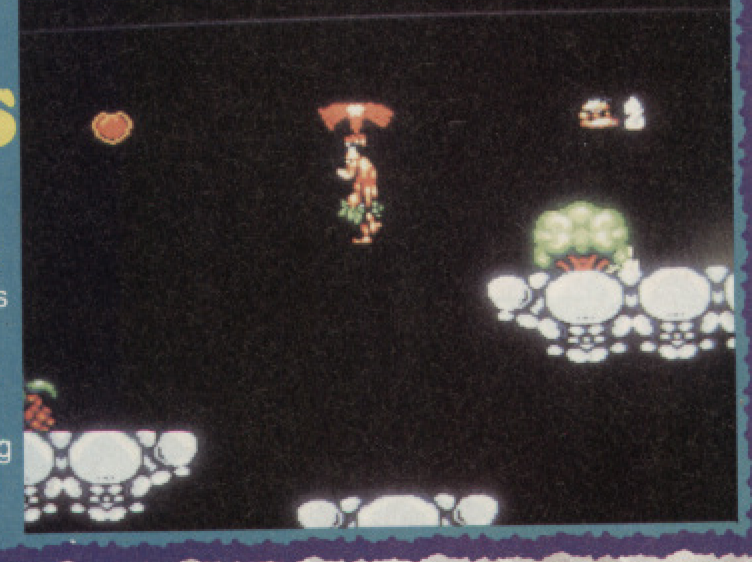
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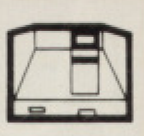
JULIAN

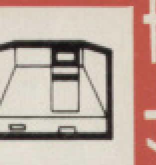
Obviously the excellent graphics and sounds have been somewhat trimmed down during the translation from Megadrive to Master System, but the rest of the game has everything that made the 16-bit version such a laugh, and the end result is one of the best platform games available on the Master System. There's a real sense of fun running throughout the game, and the highly enjoyable platform action combined with the logical puzzle solving adds up to a Master System game that you'd be daft to miss.

FRIENDLY DINOSAURS

Not all of the dinosaurs in the game are after Chuck's blood. Indeed, some of the lizard-related creatures actually aid Chuck in his quest to locate his true love. For example, at several stages in the game, Chuck cannot progress unless he enlists the aid of a flying pterodactyl that whisks him off to pastures new.







COMMENT



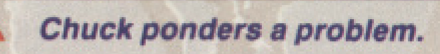
RICH

Okay, so the graphics aren't as good as the Megadrive version. However, Chuck Rock is still as playable as the 16-bit version with the same great fusion of reaction-testing and mini-puzzle solving. The game is really challenging as well. The first couple of levels may be quite simple to complete, but after that it's a completely different story and many hours will spent as you try to get closer to Gary Gritter's lair. I had a lot of fun with Chuck Rock - it's definitely the most fun I've had with the Master System for ages. Highly recommended.

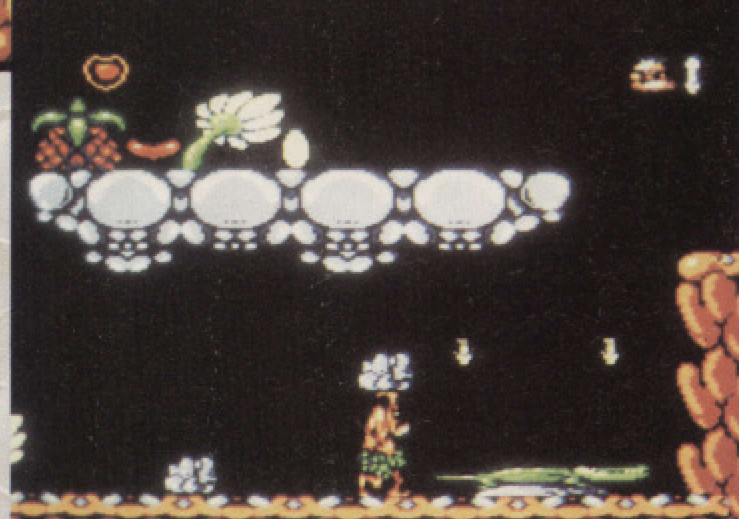


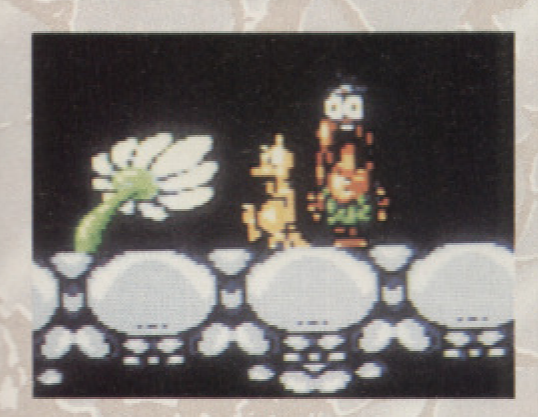


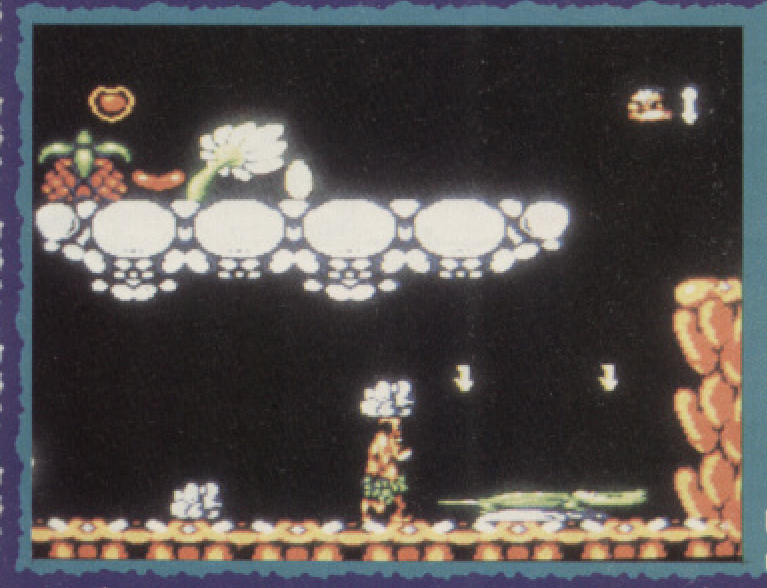
▲ A fine leap from Chuck.



▲ Chuck ponders a problem.

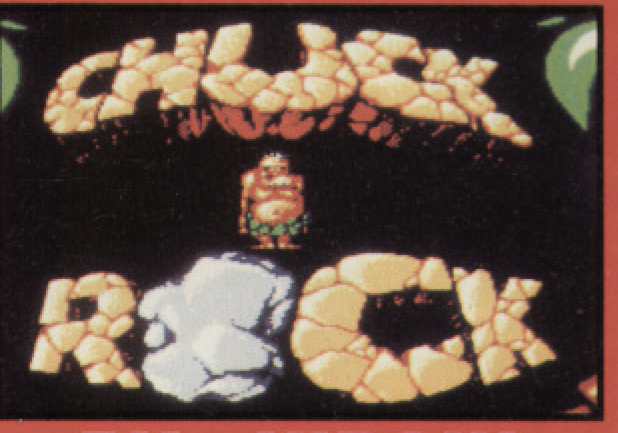






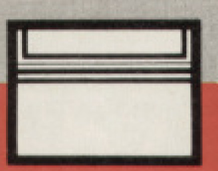
LETHAL WEAPON

Rather strangely, Chuck Rock has something in common with the "wrestler", Big Daddy, in that he likes to repel his opponents by letting loose with his massive belly! This "belly butt" (as it's known) is effective against just about any opponent in the game, although for long range combat, Chuck has to rely on his boulders for help.



BY: VIRGIN
PRICE: £TBA
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SKILL







PRESENTATION 78%
A nice intro screen, but that's really about it.

GRAPHICS 83%
Some highly detailed graphics for the backdrops and smooth, well-defined sprites.

SOUND 85%
Groovy tunes and some sampled effects make up the soundtrack for the game.

PLAYABILITY 90%
The game is very addictive from the outset, with lots of action to keep you occupied...

LASTABILITY 90%
...and the tough challenge should have you coming back to this for ages.

OVERALL 90%
Chuck Rock is a great cartoon-style platform game that should be checked out very soon.

CONSOLE CONCEPTS

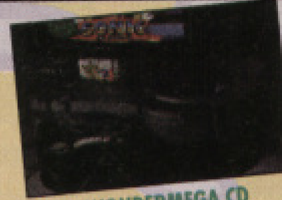
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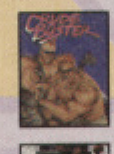
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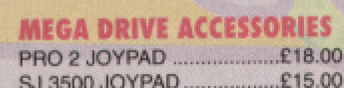
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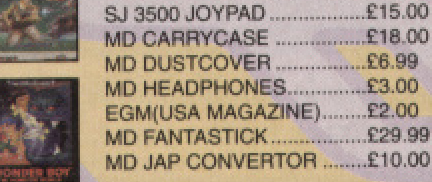


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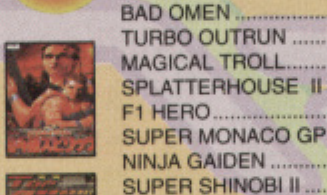
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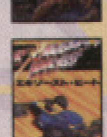
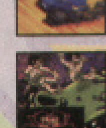


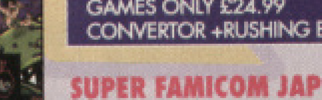
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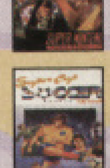
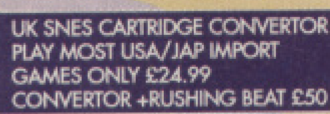






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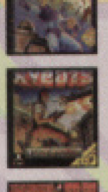
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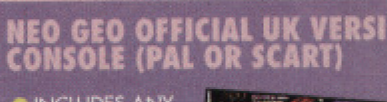




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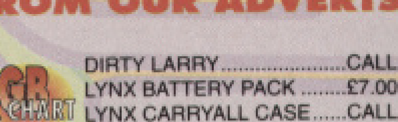


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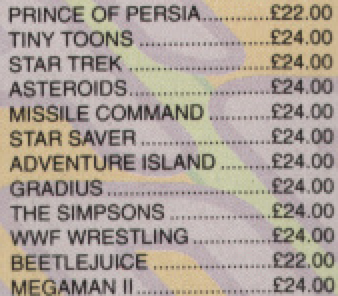



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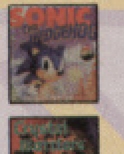

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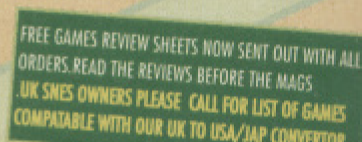
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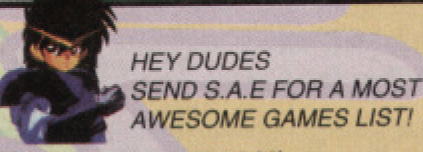



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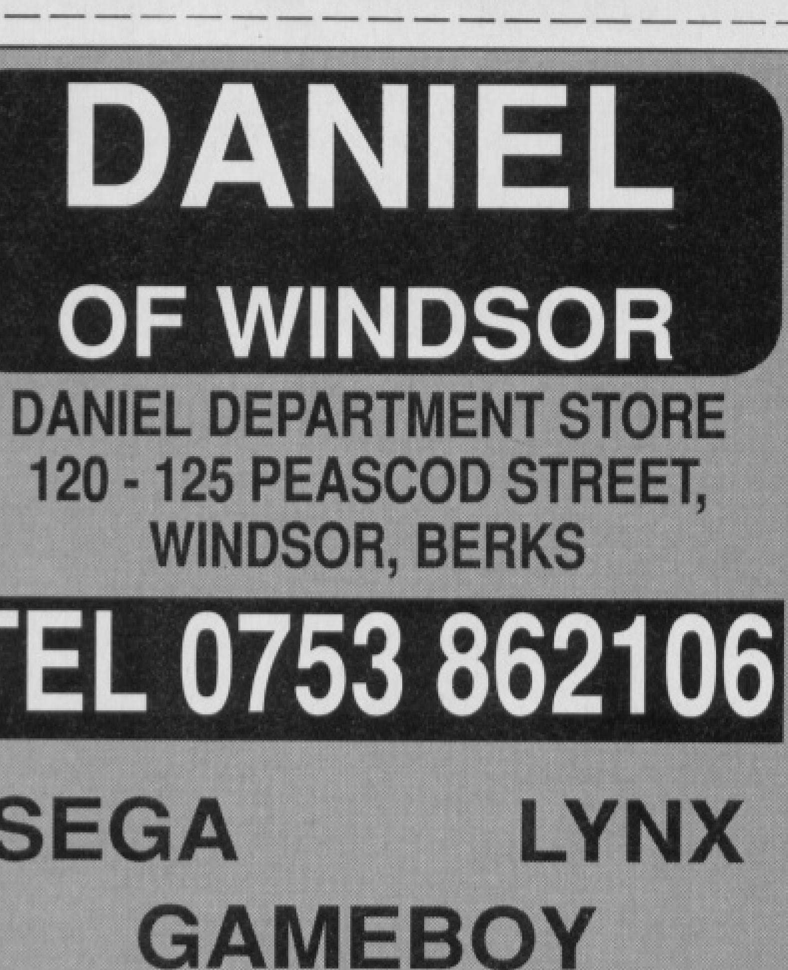
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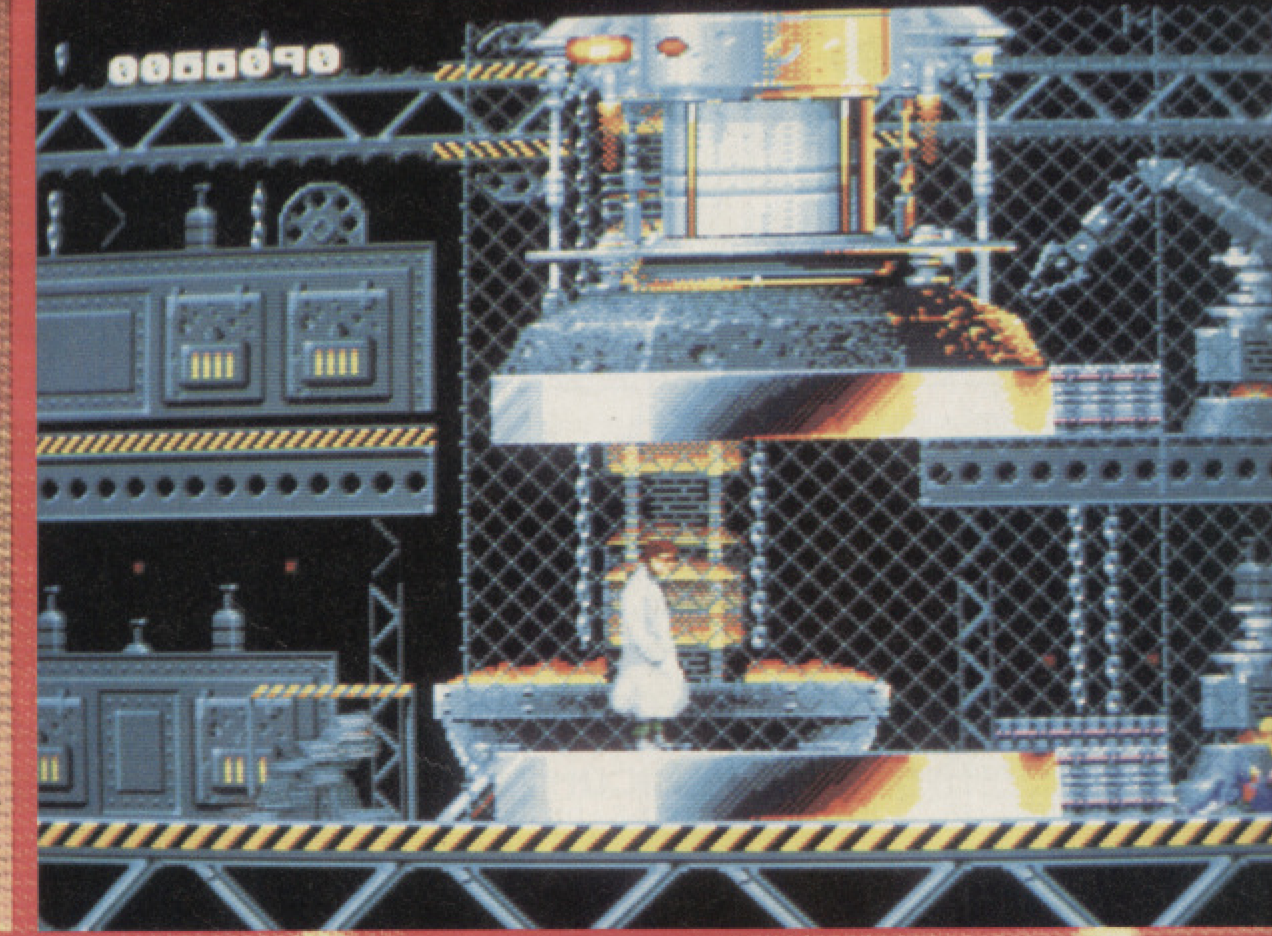
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By the year 2029, man's war with machines is almost at an end. This grim holocaust was caused in the first place by the super defence mainframe Skynet, an artificially intelligent system which thought the easiest way to protect the planet was to wipe out the entire human race and replace them with robots.

Thus a nuclear war was initiated which killed billions, and machines everywhere declared war on the survivors - even people's Megadrives and electric toothbrushes turned against them. Luckily for us humans the man John Connor was on hand to lead the human race to victory. In a last ditch attempt to ensure victory, Skynet decided to send a super-hard Terminator cyborg back in time to kill John's mother, Sarah, thus preventing the lad from ever being born! John got wind of this insidious plot however, and sent one of his crack soldiers back to protect his mummy.

In this long-awaited game of the film you play the part of Kyle Reese - hard person extraordinaire. It is your job to destroy that nasty Terminator and thereby save Sarah Connor from a sticky end. There are four levels of platform-based shoot 'em up thrills, each one loosely based on a scene from the movie - including the climactic showdown in an empty machine shop.



TERMIN

1

Level one is set in the future. Kyle infiltrates a Skynet base to destroy a big bubbling tank of gook (at least that's what it looks like), before legging it to the time displacement unit and zipping back to the future. In this level, the boy Reese is armed with a supply of hand grenades, a few time bombs (for blowing open doors and destroying the final target) and, if he can find it, an Uzi sub machine gun. However, he is pitted against Hunter/Killers, huge robots of doom and any number of cannon-toting terminators!



2

Level two takes place in the streets of modern day Los Angeles. Kyle must find a phone box (so he can check Sarah Connor's address in the book) and run to the Tech Noir nightclub in time to stop the Terminator getting his evil clutches on Sarah. However, the police are after Kyle and he has to avoid them - especially as they are only lightly stunned by five straight shotgun blasts!



▲ *Kyle Reese locates Sarah Connor in the Tech Noir bar.*

3

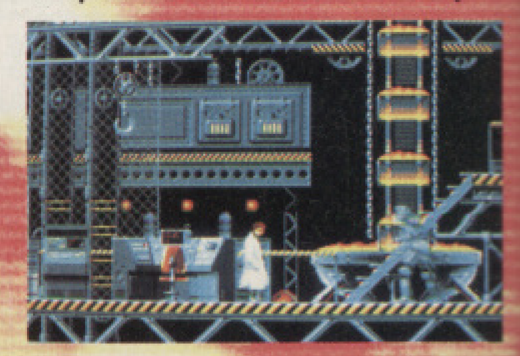
Level three is set in a downtown police station. Kyle has been arrested, and now the Terminator has him trapped! Kyle must escape, find Sarah and flee before planet Earth is doomed! Along the way are more of LA's indestructo-cops and that pesky Terminator, who must be shot about twenty times before he is stunned enough to let Kyle escape!

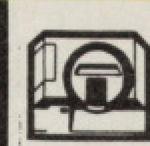


▲ *More Sarah Connor-related action as Reese searches the police station, but the Terminator is close behind!*

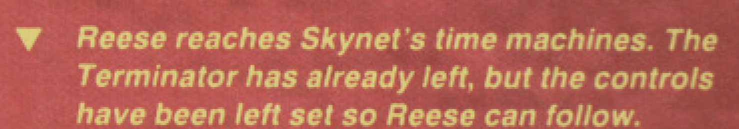
4

The final level is set is set after-hours in an empty factory. The Terminator has been badly damaged by crashing a petrol tanker so his human facade has been shed. Kyle must now use his wits and a supply of home made explosives to lure Terminator into a hydraulic press, thus crushing him into something resembling an ethnic metalwork sculpture. Unfortunately, if the Terminator is hit too many times, he loses his legs which for some reason makes him invincible! Kyle must use all his powers of IQ to save the day!



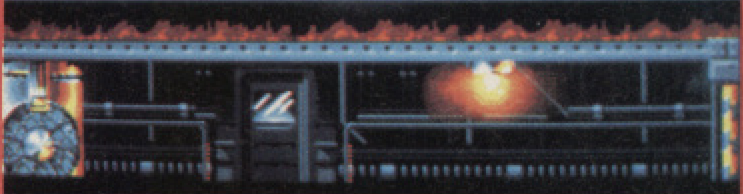




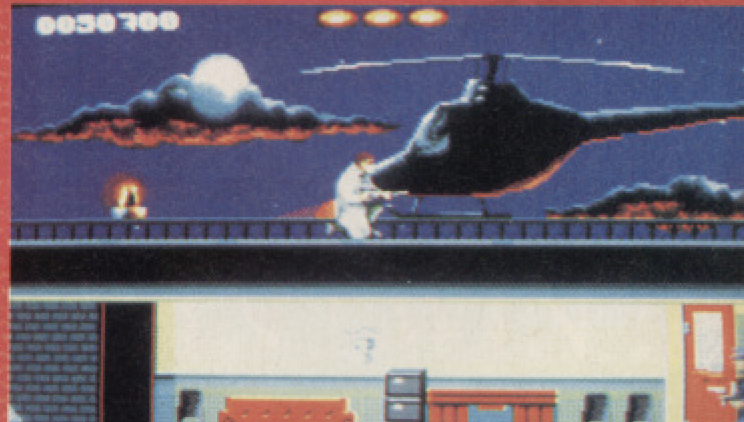


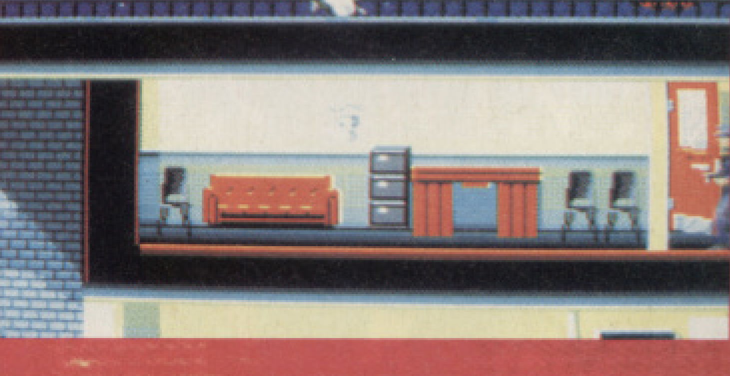
Reese reaches Skynet's time machines. The Terminator has already left, but the controls have been left set so Reese can follow.





Reese searches the roof of the police station in search of a route through to Sarah Connor's locked room. Both the police and the Terminator cause problems here.





ATOR

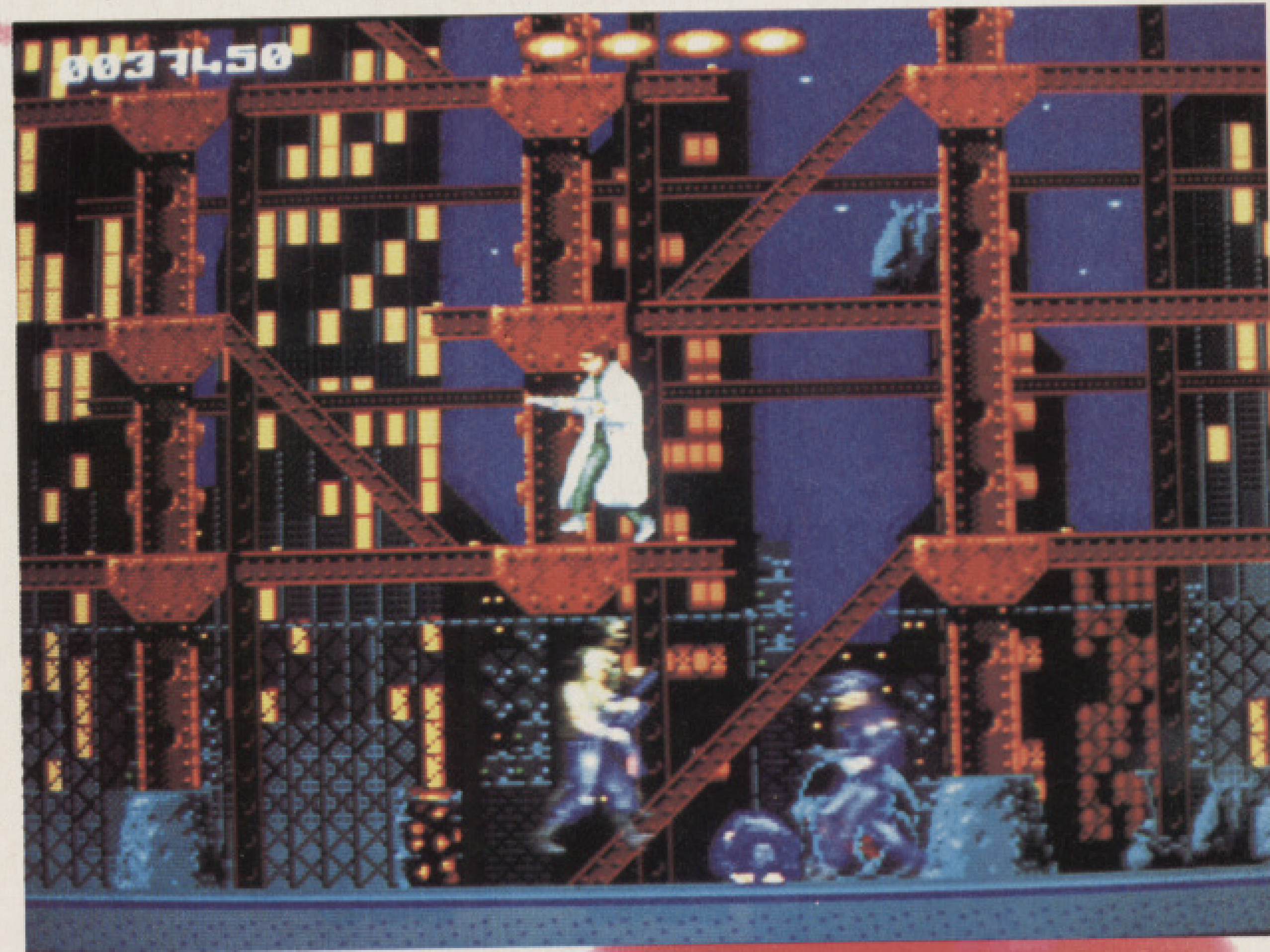


COMMENT

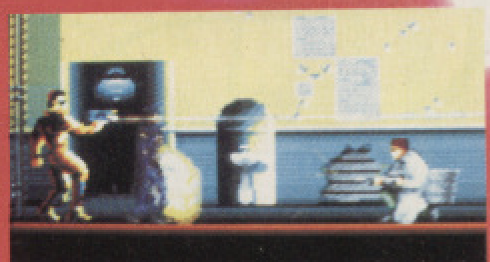
JULIAN

One of my all time-favourite films finally arrives on the Megadrive, and while it looks and sounds absolutely brilliant, it sadly lacks substance. The problem is that there are only four levels to conquer, and it takes very little time to get through them all - half an hour on the easiest level is enough to see you through to the disappointing end screen, and even on the top difficulty setting, a few hours practice is all it takes to defeat the game! While it lasts, the game is great fun. The graphics and sound are both outstanding and generate a superb atmosphere and the shoot 'em up action is thoroughly enjoyable, but in the end it's all over far too quickly and you're left with the distinct impression that the game should have been bigger and tougher. Only complete novices and wimps will get their money's worth here...

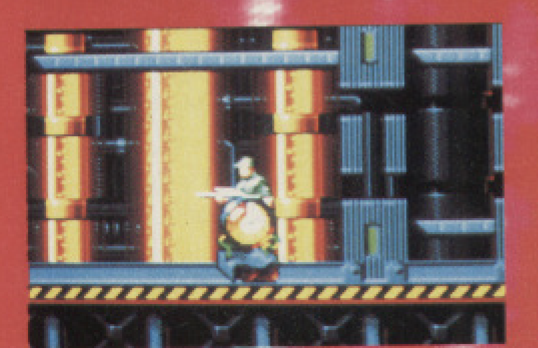
▼ Kyle Reese runs through the mean streets of Los Angeles.



▲ Kyle Reese enters into a vicious one-on-one gunfight with the Cyberdyne Series 101 Terminator. Five or six shots are enough to slow up the killing machine for a while, or if you want, you can just jump over him! Just keep him away from Sarah Connor!







COMMENT

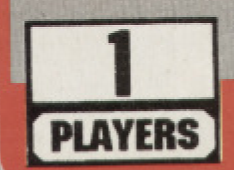
RAD

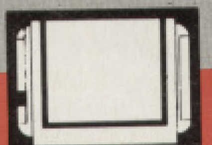
Terminator makes an excellent first impression, with digitised scenes from the movie and an accurate rendition of the theme tune! The in-game graphics are spectacular, sombre, atmospheric, very detailed and beautifully animated. The sound is so-so, some of the effects and tunes are of a very high standard, whereas others are distinctly lacklustre. Sadly, no matter how fab the graphics look they cannot save the Terminator from mediocrity. On the top difficulty setting the first level seems pretty challenging. Unfortunately, it's downhill all the way from where Kyle picks up his gun. This makes braving the Terminator hordes stupidly easy, and the difficulty level gets no harder from this point. Completing the Terminator should take no more than a few hours, even on the top difficulty level. Once the game is completed, the fairly standard mix of platforming and blasting (mostly the latter) is unlikely to draw you back as it's pretty dull. Given more levels, a higher difficulty setting and a bit more to do in some places the Terminator could have been a classic. As it stands it's just a waste of good money, even for diehard Terminator fans.



BY: VIRGIN
PRICE: £TBA

RELEASE DATE: JULY
GAME DIFFICULTY: VERY EASY
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 4
RESPONSIVENESS: GOOD






PRESENTATION 94%
Fab intros, loads of smart intermissions and nice in-game presentation.

GRAPHICS 95%
Gorgeous sprites featuring some of the best Megadrive animation ever, plus fitting and highly detailed backgrounds.

SOUND 82%
Some great tunes and effects, but there are a few crappy ones there too.

PLAYABILITY 82%
Pretty standard blasting fare. Some sections are a bit sparse and the gameplay doesn't change much.

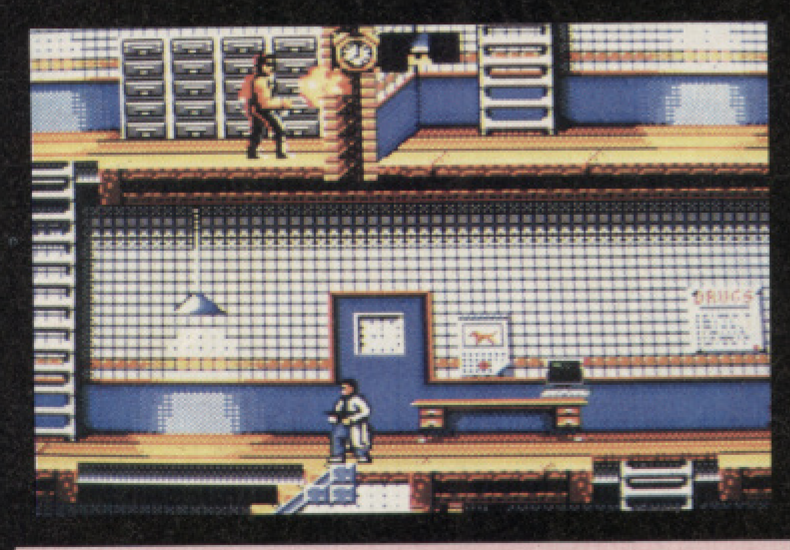
LASTABILITY 33%
Four short levels which take no time to complete. After that, there's nothing to hold your interest.

OVERALL 43%
A potentially superb license ruined by complete lack of long-term appeal. You won't get more than a day or two's play before you're bored of it.

TERMI

Right now, your Master System is your pal. However, the people of the future have a somewhat different outlook on things electronic. This is because of a computer revolution engineered by Skynet, the super-whizzo defence mainframe. The ensuing war all but wiped out the human race, but one man, John Connor, turned the tide of battle and saved everyone. In the final hour, Skynet has launched a desperate bid for victory by sending a rock-hard Cyberdyne series 101 cyborg back in time to prevent John ever being born, by killing his mother. Having intercepted this information, the human forces have sent back their top soldier-type, Kyle Reese, to stop the Terminator, but will it be enough?

In Virgin's 8-bit version of their latest film license, you adopt the mantle of Reese in a five-level bid to save the future. Kyle runs, jumps and shoots his way through a number of different environments, keeping a constant eye out for his cyborg adversary and saving Sarah Connor from the jaws of death. In the final level, as in the film, the Terminator must be destroyed by luring it into a hydraulic press. Earth's future hangs in the balance. Can you save Sarah Connor from the twisted clutches of the Terminator?

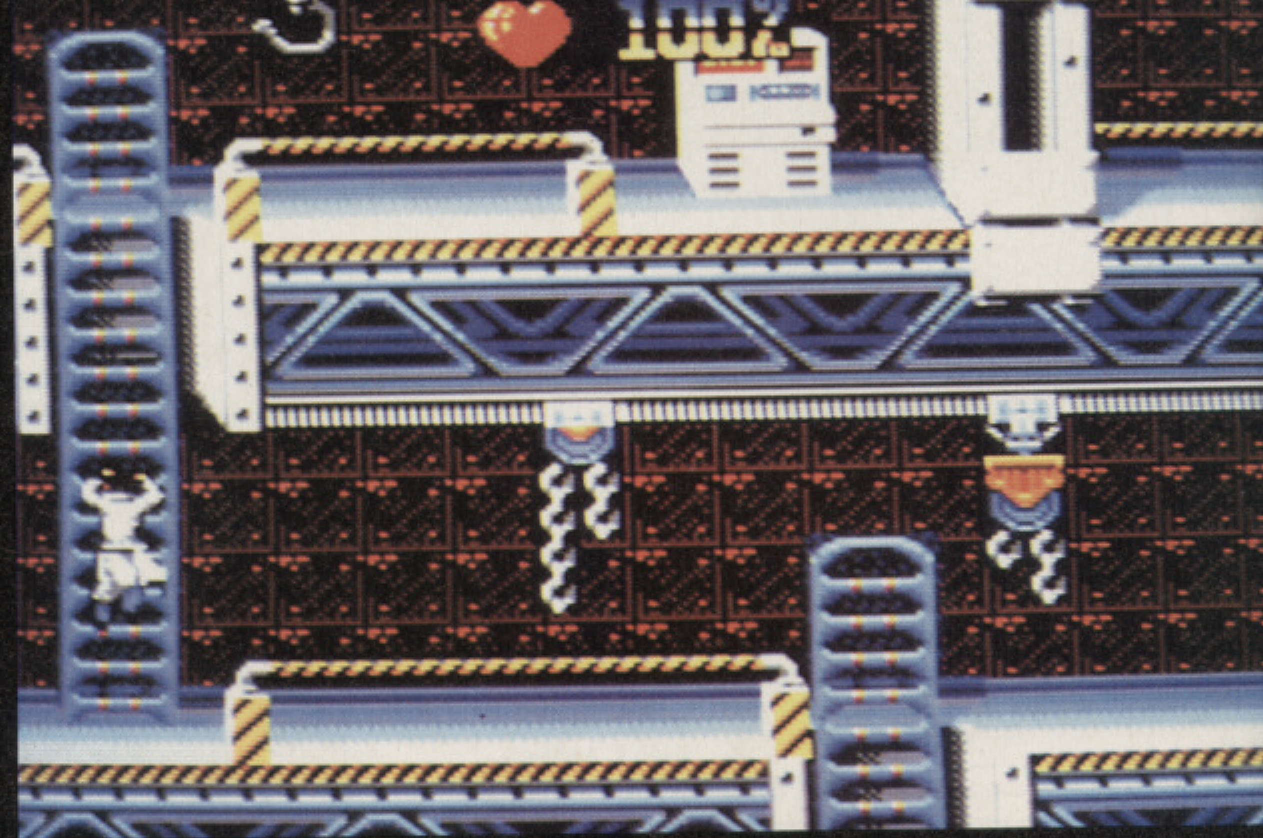


COMMENT



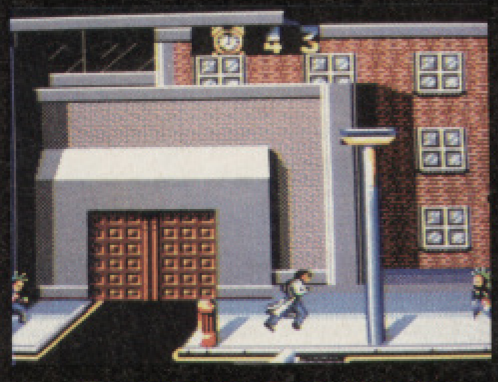
RAD

I must admit that I was a bit wary about Terminator at first following the debacle that was the Megadrive version. Imagine my surprise and delight when the Master System Terminator turned out to be a hundred times better than the 16-bit effort. Okay, so the graphics can't match up to the stunning Megadrive ones (although they are pretty good), but what really counts is the beefed up difficulty level. I'd clocked Megadrive Terminator in the same time it took me to get off the first level of the Master System game! The levels have been redesigned and are much longer. The enemies are also more intelligent and there's always enough of them on screen to provide a constant challenge. The game design itself is hardly the most earth-shatteringly original thing to come out of a software house, and with only five levels Terminator may be a little short, but it is easily the best Master System game released in months.



UZI ACTION

Kyle starts the game with an infinite supply of hand grenades. Although these possess impressive destructive capabilities, Kyle is quite slow at throwing them. There are also aim-related problems, with stair-bound combat being particularly unwieldy. Luckily for the boy Reese, his trusty assault rifle lies at the end of level one. This is a particularly powerful gun which destroys Terminators with a single burst! Unfortunately, he cannot bring this gun back through time with him, so his present-day mission is fought with a comparatively feeble Uzi 9mm.

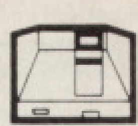
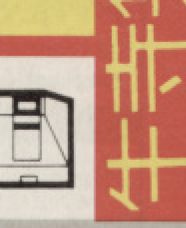


▲ *Entering the Tech Noir bar.*

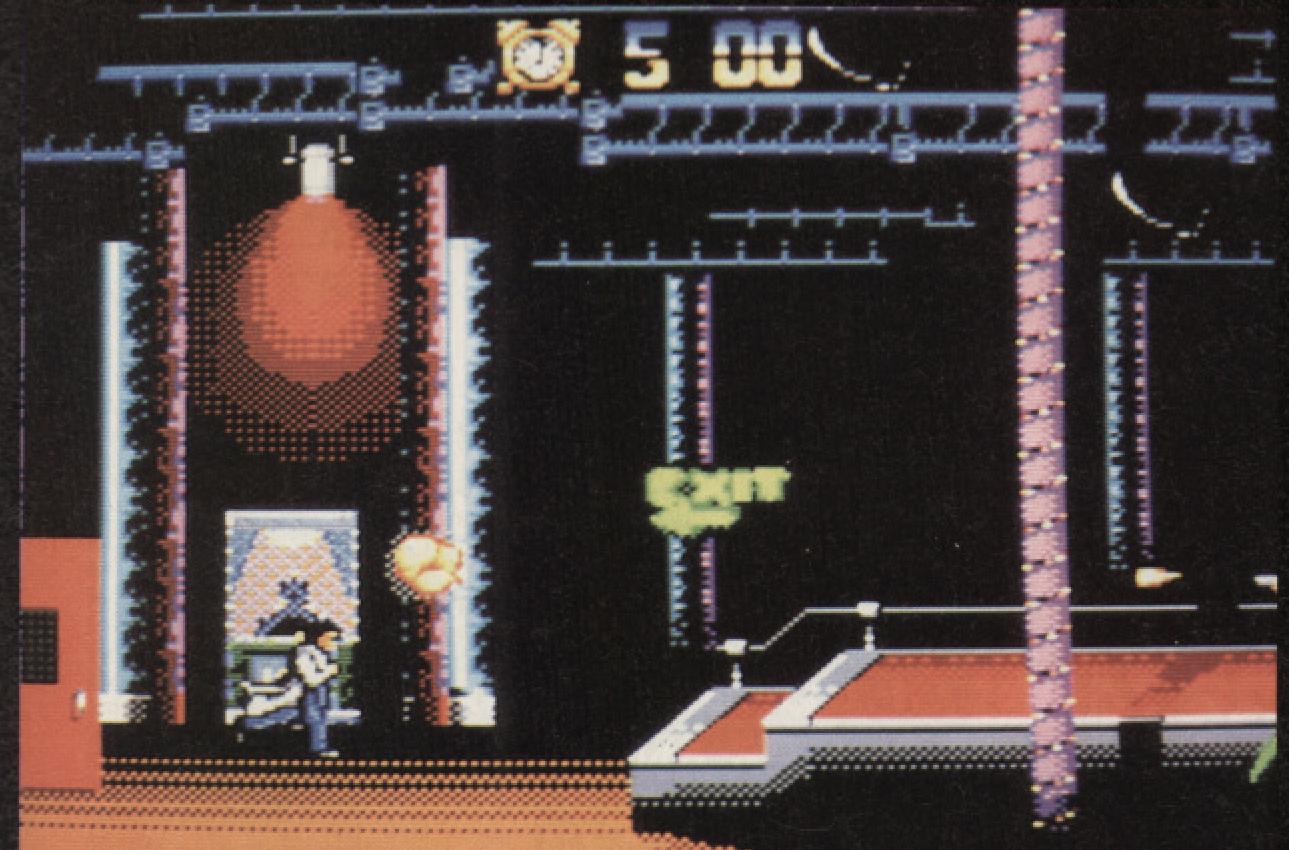


▲ *Kyle Reese runs around the shattered landscape of Los Angeles, 2029. It's his job to infiltrate the Skynet base and shut it down, destroying Terminators on his way.*

▲ *Kyle Reese makes his way across the rooftops of Los Angeles, 1984. Here, the objective is to reach a simple telephone box and find out Sarah Connor's address.*



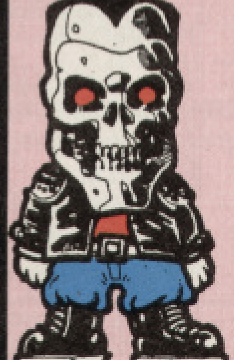


PUZZLE PARANOIA

There are brain exercises a-plenty in Terminator. For instance, in level two Kyle climbs a series of fire escapes and leaps across rooftops like the athletic chappie he is. It is your job to work out how he can then get down from these buildings without the aid of a ladder and most importantly, without breaking his neck. But this is easy compared to guiding the Terminator into the press on level five.

Richard 374
Sarah 1823
HER ADDRESS SHOULD BE

COMMENT



RICH

Like Rad, I found the Megadrive version of Terminator extremely easy and completed within an hour. This superior Master System title has much more in the way of lastability. In fact, it should take quite a while just to get off the first level in this rock hard title. The high difficulty level doesn't put you off though, because the game boasts excellent playability that glues you to the console for ages. The graphics are truly excellent, with sprites and backdrops that make full use of the Master System's 8-bit abilities. Even the sound (something the Master System isn't well equipped for) is good, with atmospheric tunes and effects. Virgin Games have produced an excellent film tie-in that gamesplayers should really enjoy.

BY: VIRGIN
PRICE: £TBA
RELEASE DATE: JULY
GAME DIFFICULTY: HARD
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: QUICK





PRESENTATION 80%
Options and intermissions a-go-go.

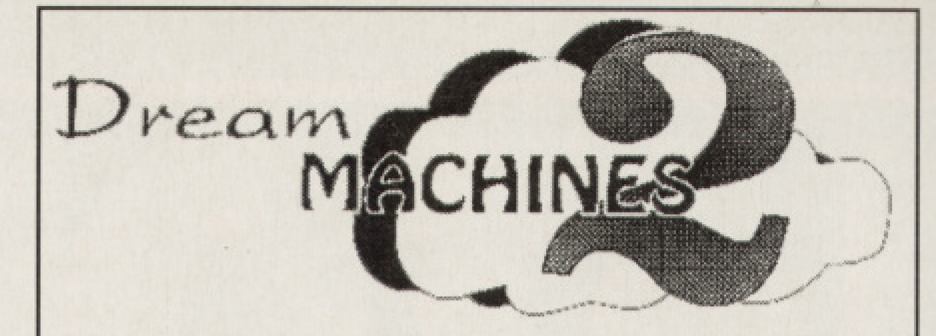
GRAPHICS 81%
Well animated and colourful sprites and quality backgrounds.

SOUND 70%
Tunes are a bit beepy but the effects are okay.

PLAYABILITY 86%
Tough and addictive gameplay makes this a veritable laugh-fest.

LASTABILITY 72%
It's fairly tough, but there are only a few levels. Still, you'll probably find yourself playing it even when completed.

OVERALL 82%
A top-notch platform shoot 'em up which is slightly spoiled by being just a mite too short.

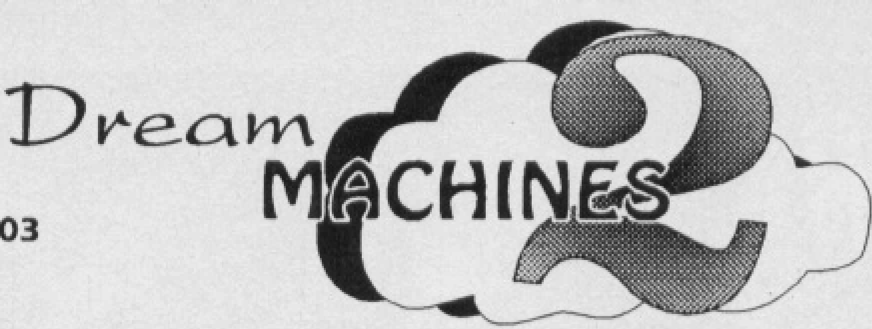


Dream
MACHINES 2

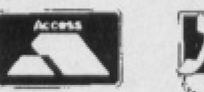


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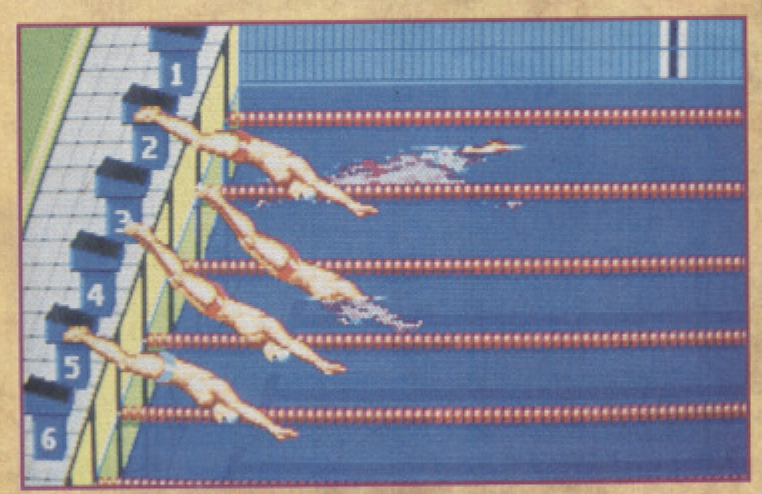


Every four years the world's finest athletes come together to compete in the Olympic games. On this great occasion they have the opportunity to realise their dreams and return home in triumphant possession of a gold medal. Now you too can realise those dreams, but with this latest sports game you don't have to do any early morning training - all the action happens on-screen.

US Gold's Olympic Gold contains the whole spectacle, from the lighting of the torch to the medal presentations. There's the chance to become the new kid off the blocks in the sprint, be untouchable in the hammer and win Bully's special prize in archery. Four other gold medals can be won in the hurdles, the pole-vault, diving and swimming. Olympic competition can be tough so national or club standard is best for rookie athletes. Beginners can also learn perfect technique from the teaching facility which takes the player, step by step, through the necessary moves of the various disciplines. As talents flower, the challenge is not only to beat the opposition and claim the gold, but to break the Olympic and world records, thus ensuring a place in athletic history!

SINK OR SWIM

The traditional opening event of the games, swimming works in exactly the same way as sprinting. In both events the player races five opponents in a heat and five in the final, providing he gets that far.

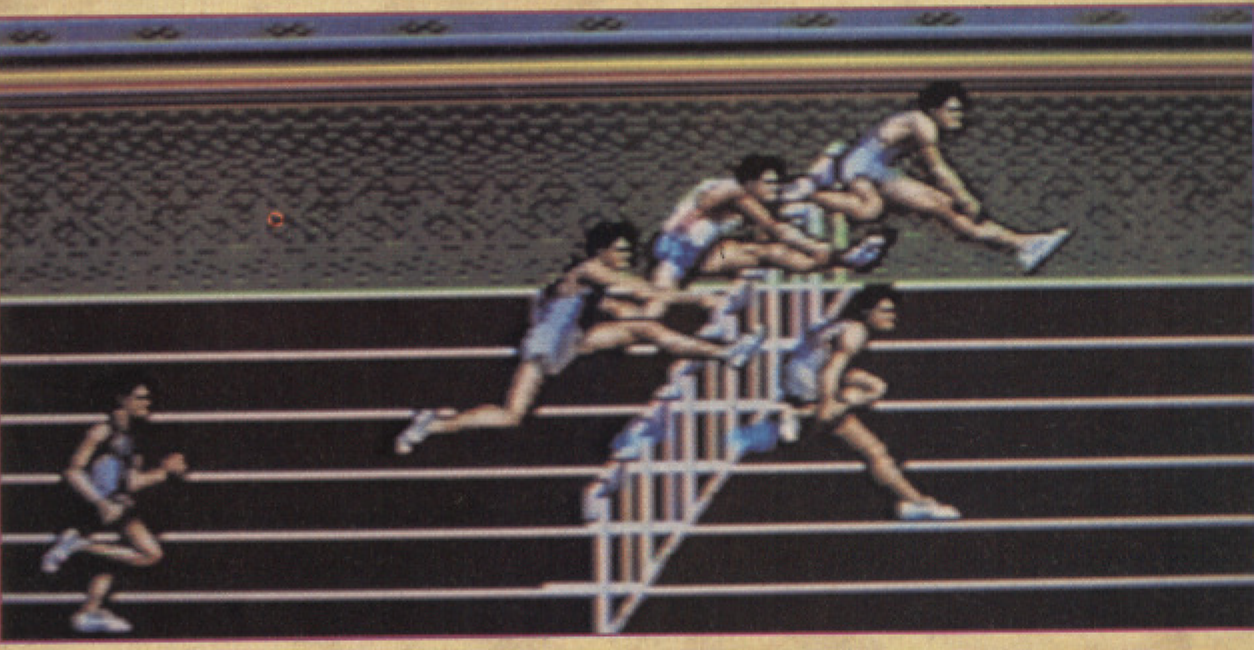




COMMENT

JULIAN

When you consider all of the different events that make up the Olympics, US Gold haven't really chosen particularly exciting ones for this game. Only archery and diving are genuinely different and addictive. The rest are fairly run-of-the-mill: running, swimming and hurdles are all mindless button-bashing events, the hammer is plain dull and the pole vault frustratingly fiddly. I'm surprised that there's no simultaneous two-player mode. The multi-player option here only allows contestants to take turns, which isn't even half as exciting as competing with one another directly. There are plenty of decent touches throughout the game - the graphics and presentation are both great - but the bottom line is that this simply isn't anywhere near as good as it could have been.



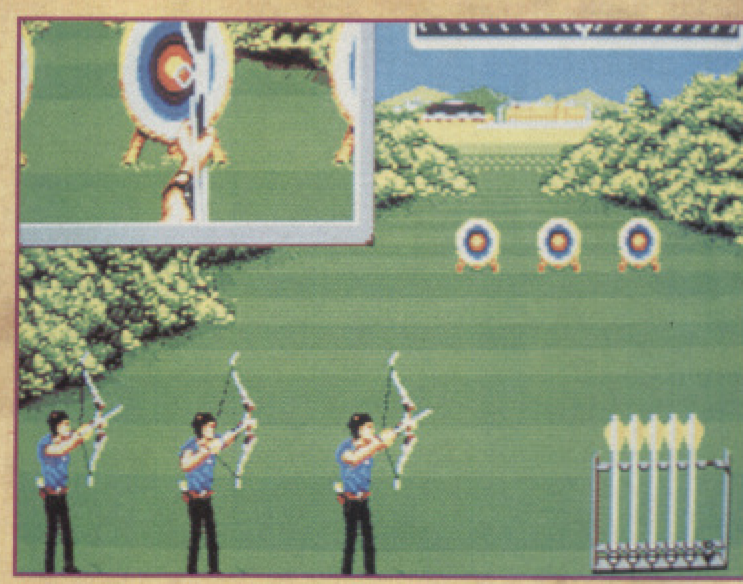






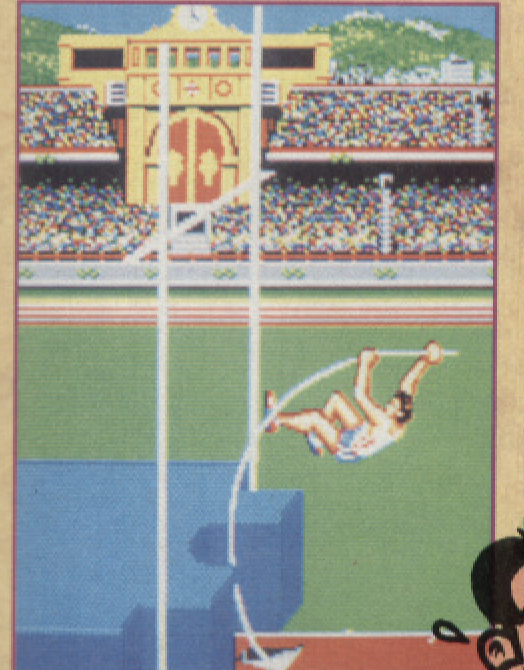
ROBIN HOOD, ROBIN HOOD...

The whole process of drawing the bow, aiming and firing has to be done quickly. If the archer spends too long aiming while the bow is tensed it becomes harder to hit the target.



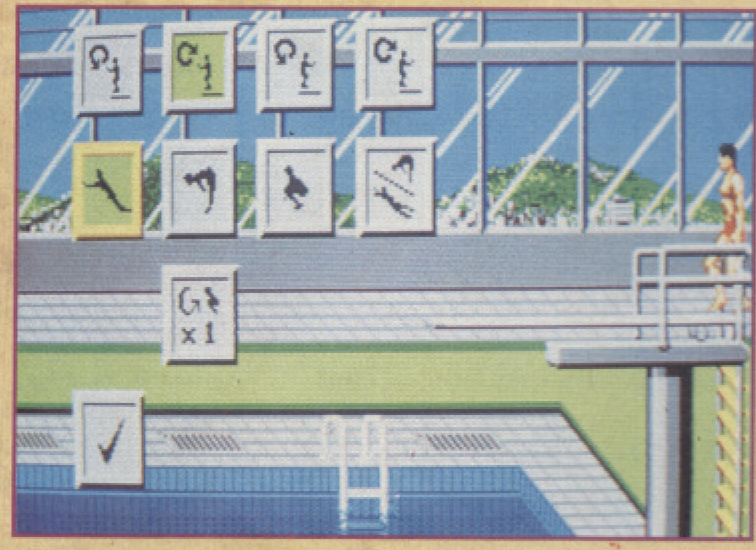
POLE-AXED

Like the diving event, pole-vaulting requires a lot of practice in order to tackle the greater heights. Good speed on the runway and precise judgment with the pole are essential to break the world record.



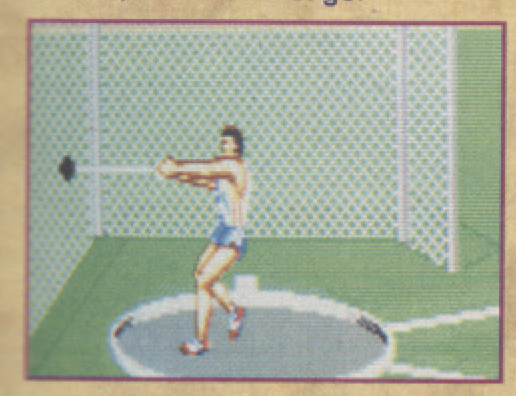
TAKE A DIVE

It's time to impress the judges with some inverted pike twists and all that caper. Developing perfect dives involves mastering some complicated key-pad manoeuvres. Pulling off the hardest dives ensures the greatest rewards.



HERE COMES THE HAMMER!

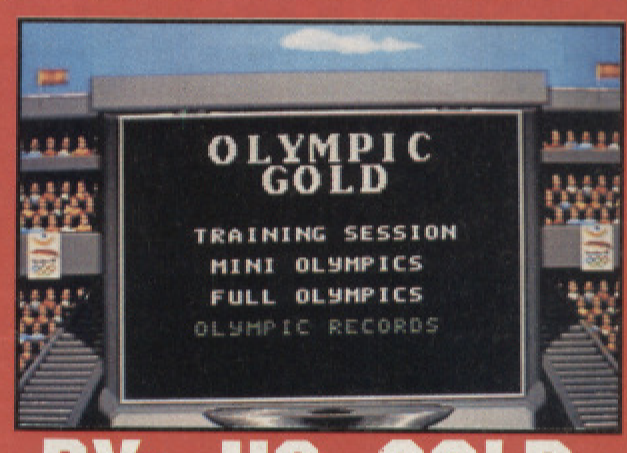
The thrower must swing the hammer and edge towards the front of the circle. When optimum speed and strength are attained, as indicated in the top right hand corner, it's time to let go!



COMMENT

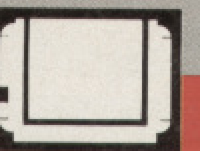
ROB

With Olympic hype starting to grow, the timing of this release is just about spot on. Add to this my enthusiasm for athletics and you'd think Olympic Gold couldn't fail to impress. But I found nothing particularly appealing about this game. There's a wide variety of disciplines and events such as diving or the pole-vault demand practice and flare. The major drawback is the control method: getting something right can be a fidgety business and, at times, I found it difficult to pull off certain moves in the diving and hammer events. After plenty of practice it becomes easier, but this doesn't detract from the game's bland and unpolished style. I remember Track and Field in the arcades and it seems like things just haven't moved on. It's a pity that innovations in other sports games haven't rubbed off on Olympic Gold. As it stands, it's a merely adequate game that only just about justifies its price tag.



BY: US GOLD
PRICE: £39.99
RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: OKAY







PRESENTATION 92%

Olympic endorsements litter the title screen. Difficulty levels and the teach facility are useful touches.

GRAPHICS 79%

The animation of the sprites isn't bad, but the backdrops are uninventive and bland.

SOUND 61%

Irritating, weedy tunes and the sound effects are largely non-existent.

PLAYABILITY 81%

The teach mode and largely simplistic nature of the game makes this a breeze to get into...

LASTABILITY 62%

...but while the desire to break records might keep you plugging away for a while, there's simply not enough depth to sustain interest for a long period.

OVERALL 70%

A largely disappointing game with nothing particularly new or exciting on offer. Only ardent sports fans will be interested.

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SUPER SC

Ever fancied using some "real life" artillery with your Super NES games? Ever felt like scoping out that final enemy boss with a "real" gun and blasting him away by pulling a "real" trigger? Well, all of your dreams have come true with the release of the Nintendo Super Scope - a good-looking piece of kit rather akin to a mini-bazooka.

At the moment there is only game available for the Super Scope, and that's the cartridge that comes "free" with the £79.99 package. There are three different mini-games packed into the one game cartridge, all of which are detailed in this MEAN MACHINES review.

BLASTRIS



▲ *Scope out those blocks! You are only allowed two shots per block so be careful!*

If you like Tetris (like 95% of the population), you should get a kick out of Blastris. This is just like the original, except that instead of positioning blocks, you blow them to pieces in order to make them fit. Like the original, making lines is the order of the day. As time progresses the blocks move a lot quicker, meaning that all your lightning-fast reflexes are required. There are two versions of Blastris available, one played with blocks falling horizontally (Blastris A), the other depicted with the usual vertical well (Blastris B).

PACKING YOUR PIECE

The bazooka-style light gun itself is powered by six Walkman-sized 1.5v batteries and its photon emissions are detected by a box that rests on top of your telly/monitor. This gets its power from port two of your Super NES. When you first power-up the game, you are required to adjust your aim with the aid of the target displayed on-screen. Once this has been primed, you're ready for action.

COMMENT

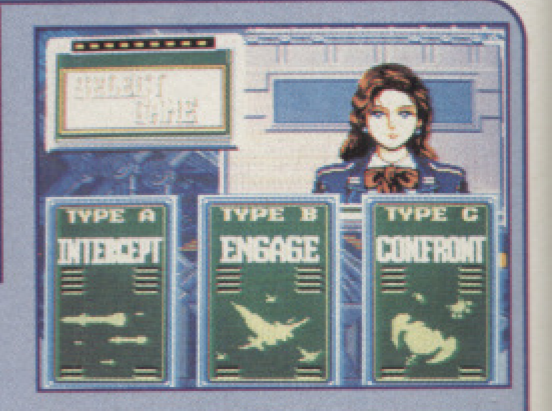
RICH

I actually found the Super Scope itself to be quite an impressive piece of hardware which worked surprisingly well. Most Light Phasers I've used in the past were a tad unresponsive and inaccurate, not so the Super Scope. I did find that after prolonged use, I suffered from a very numb shoulder. The game cartridge supplied shows the potential of the Scope very well. Each of the games are well-presented and easy to get into, but I did find that all of them grew quite boring after a short space of time, especially the three-game Laser Blazer (which is just one game with different graphics for each section). Hopefully, Nintendo will support the Super Scope with some excellent software that makes good use of the decent hardware.

LAZER BLAZER

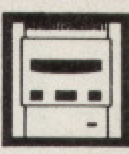
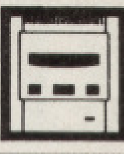
There are three different sections to this game. In Intercept Mode, it's your job to blow away a series of cruise missiles that cross from the right to the left of the screen. In Engage Mode, you destroy enemy fighters and missiles that streak towards you. In Confront mode, you take the battle to the enemy and face up to the most deadly fighting machines they have devised!









...COPE

COMMENT

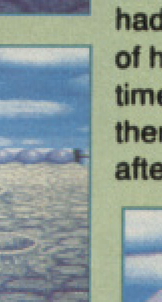


JULIAN

The big 'n' chunky Super Scope is definitely the most impressive light gun yet seen, with a truly accurate sight and a very useful set-up screen so you don't always have to be right in front of the TV when you play. But there are two big problems. Firstly, the game supplied with the Scope is fun for an hour or so, but gets boring and dull very quickly. Secondly, at present there's no other software to use your gun with. I'm always very cautious when looking at add-ons like these, because with everything I've seen before - Sega's 3D glasses and light phaser and Nintendo's ROB robot and light gun - precious little software ever appears for it and what is released is mostly second rate and you end up with literally one or two games that are actually worth buying for the thing. I'd definitely wait to see what software appears for the Super Scope before spending £50.00 on it.

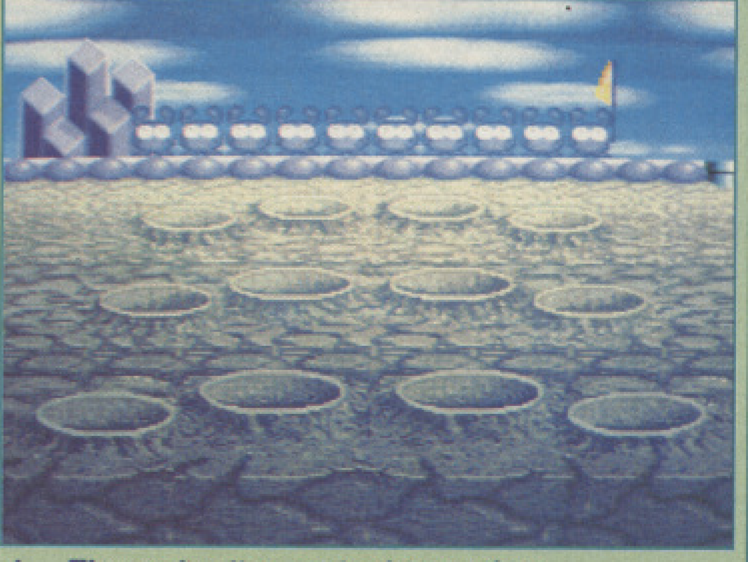
▲ *A young fellah-me-lad adjusts his sights with the Scope. Make sure your aim is true.*

MOLE PATROL

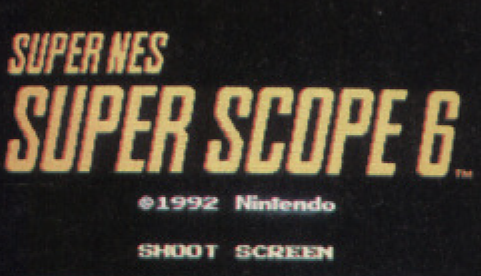




Mole Patrol is a variant on the mole-bashing coin-ops seen in arcades across the globe. In those games you had to mercilessly club to death moles that sprung out of holes. This game is much the same, except this time you scope them out with your photon firearm and then let rip. Just like Blastris, the game gets faster after a while until it reaches almost manic levels!



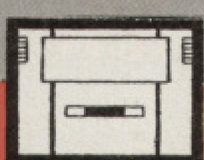
▲ *The moles line up for inspection.*

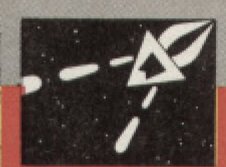




BY: NINTENDO
PRICE: £49.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SUPER







PRESENTATION 78%
Each game is presented quite well, but there is a lack of options.

GRAPHICS 74%
Although there isn't much variety in the graphics of each game, they are very appealing.

SOUND 83%
Some good blasting effects and tunes spice up the atmosphere.

PLAYABILITY 74%
The Super Scope is responsive and accurate, making for some decent blasting action...

LASTABILITY 41%
...but the six games supplied in the cartridge grow dull very quickly, and as yet there are no other Super Scope compatible carts.

OVERALL 46%
A potentially excellent light gun that desperately needs a range of decent games to make it a worthwhile purchase.

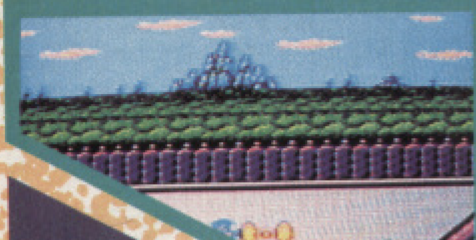
Totally RAD

Zebediah the Great isn't a magician in the mould of Paul Daniels or the Great Soprendo. Despite his side show appearance, Zebediah's magic centres more on raining rocks down onto people's heads and giving himself wings. In the interests of aiding humanity, Zebediah has taken on an apprentice, Jake, a typical Californian Bill and Ted clone who can't talk properly. All is not well in Zeb's camp however, as the great wizard has some powerful enemies who reckon the time is ripe for revenge. So one day, whilst Zeb and Jake are out jogging, Jake's girlfriend Allison is kidnapped and taken to the Headquarters of the dastardly villains.

Jake sets out across the platform wilderness leading to the evil doers hideout, using his newly-learned magical powers and amazing athletic abilities to overpower his enemies. If all else fails, there's always his corny surf-speak to fall back on...

BLAST-RELATED SKYLARKING

One of the most useful things Jake has learnt is how to fire bolts of magic from his fingers. Pressing the button once lets off a smaller beam useful against foot soldiers and Death Spinners. For larger enemies, however, a larger bolt is preferable. One of these is fired by holding down the fire button until Jake's Magic Meter starts to flash. Release the button and watch those nasties explode!



MAGIC MOMENTS

Although Jake has only a limited amount of magic to start with, indicated by his Magic Meter next to his energy bar, there are a multitude of ways he can use this. Firstly, pressing select calls up the menu of magic. From here, any one of twelve magical powers can be chosen. These allow Jake to freeze his enemies, heal himself, blast people to bits and best of all, transform into one of the super-powered beings shown here.

JAKE: Jake's only real advantage is his power-up weapon, plus the fact that all his offensive magical attacks (such as rock storms and whirlwind bombardments) can only be utilised in this incarnation. Charging back to Jake does use magic, so be careful.

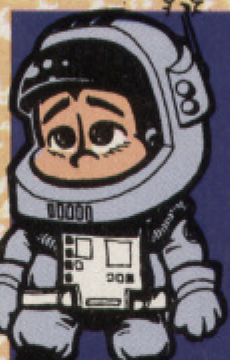
GOBLIN: The goblin is a pretty speedy character with a short-range high power finger blast which destroys any thing with one blast. He is also capable of huge somersaults, during which he is utterly invincible!

ANGEL: This is probably the most useful transformation, as it allows Jake to fly. This makes it much easier to complete levels with a high ground-force and few airborne enemies.



▲ More platform action.

COMMENT



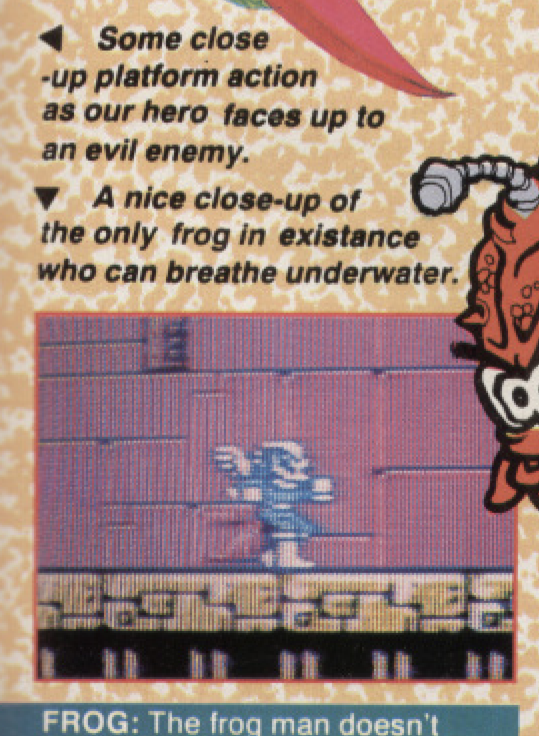
JULIAN

Totally Rad's one of those games that looks great on paper, but in reality isn't actually a great deal of fun to play. The lack of challenge on the early levels makes things initially rather dull, and the uninteresting screen layout and rather repetitive nature of the action means that by the time any sort of challenge arises late in the game, you're already pretty bored of it. Totally Rad could have been just that, but it's not and I can't really recommend it to anyone other than platform beginners with a low boredom threshold.



◀ Some close -up platform action as our hero faces up to an evil enemy.

▼ A nice close-up of the only frog in existance who can breathe underwater.



FROG: The frog man doesn't really come into play until later on in the game. His ability to breathe underwater (**But frogs can't breathe underwater - JAZ**) is essential to negotiate certain levels, although his attacks lack power.

COMMENT



RAD

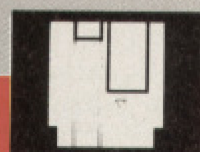
For the first couple of plays Totally Rad is a shambling mockery of a parodic travesty (Like your English Jaz). Although the graphics aren't bad and the animation is pretty skill, the gameplay has all been done before,and been done better in many cases. The magic also makes the first few levels ridiculously easy. All you need to do is select flight and scoot over all dangers! Stupid, really. Still, once you get past the first two or three levels, the game picks up a bit. The number of powers add a fair bit of strategy to the proceedings, although once you know which magic to use where, things get a bit simplistic again. Totally Rad certainly has some good ideas, but it's just too simplistic in its implementation. Given a lot more challenge and a little more thought it could have been great, but as it stands, it's just a reasonable quality game only really of interest to anyone who's Totally Bored of standard platform games.





BY: JALECO
PRICE: £34.99
RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: 2
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 78%

No options, but loads of inane intermissions to keep you entertained.

GRAPHICS 81%

Small but detailed sprites and great animation coupled with some fairly decent backgrounds.

SOUND 52%

Bleepy tunes and loads of, well, quite poor effects actually.

PLAYABILITY 71%

Enjoyable enough, with plenty of things to discover to start with, but it does get dull fairly quickly.

LASTABILITY 59%

Totally Rad is moderately long and it gets pretty hard later on,

OVERALL 63%

A reasonable game which misses out on brilliance due to over-simplification of the gameplay and unoriginal level design.

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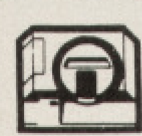
So what do you have to do to stand a chance of winning this fine prize? Well, we want you to make as many words as you can out of the word NUBY. You can have nouns, verbs, adverbs, adjectives, pro-nouns, real nouns, unreal nouns, foreign words, made up words - anything you like really as



long as you don't use the same letter twice. Once you've written down as many words as you can, send them off to: I WANNA BIG 'N' BRIGHT NUBY STRAP-ON DOUBRIE TO MAKE MY LIFE COMPLETE COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The closing date is July 30. After then we'll look through the entries and the five with the most amount of words will win the prize. In the event of a tie, the five neatest and best presented ones will win the prizes!





REVIEW

Jump into your 4x4 off-road truck and burn around hazardous dirt tracks along with the greatest off-road racers in the world - including the legendary Ivan "Ironman" Stewart himself!

Super Off-Road is best described as a Super Sprint variant with more tracks, more obstacles and the ability to power-up your truck with better engines, tyres, and shock absorbers. The object of each race is to complete four laps of the off-road circuit before your opponents. Super Off-Road enables one or two players to face up to two or three computer-controlled trucks (one of which is driven by the awesome "Ironman"!). Beat your opponents and the prize money you gain is taken to the "Ironman" speed shop where you customise your truck's abilities by allocating your funds appropriately.

After that, it's back to the off-road circuit, where you indulge in more of the same driving-related tomfoolery.





OFF-ROAD ON CONSOLE

Considering that the coin-op wasn't a major hit, it's quite surprising to see the game crop up on so many different console formats. Tradewest gave NES owners their conversion (programmed by Rare) which actually improved on the coin-op by enabling four players to participate at once (using the Four Score adaptor). Tradewest also released a highly playable, aurally amazing Super NES version. As well as this Megadrive conversion, look out for a Game Gear adaptation coming soon courtesy of Virgin Games.

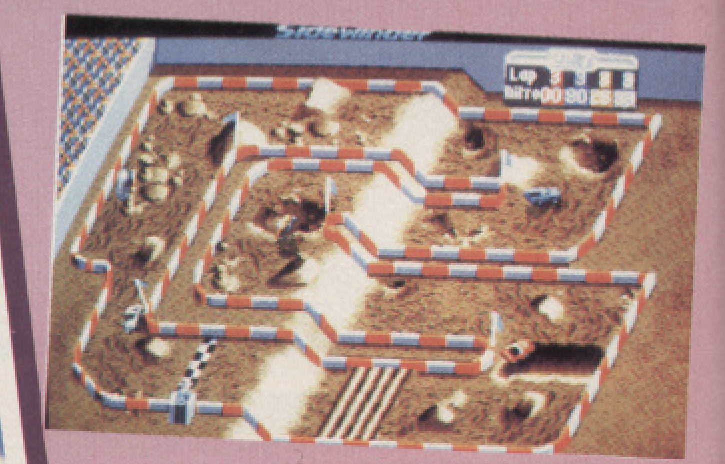
TRACK PREVIEW 1-6





COIN-OP CAPERS

Super Off-Road is a decent conversion of the popular Leland three-player coin-op with spot-on Megadrive representations of the miniature sprites and detailed backdrops. The coin-op had a little known pseudo-sequel, Off-Road Challenge, which was exactly the same as the original in terms of gameplay but sported tracks not used in the original coin-op.





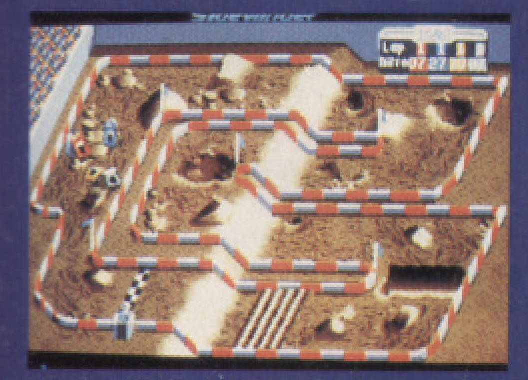






SUPER RACE TRACKS

There are sixteen different tracks in the Megadrive version of Super Off-Road, equalling the Super NES version and actually bettering the arcade version! Each is packed with hazards to slow you up, including mud pools, steep climbs, walls and horrific hairpin turns! Luckily, some tracks have cunning short cuts that you can use to your advantage against the computer players.







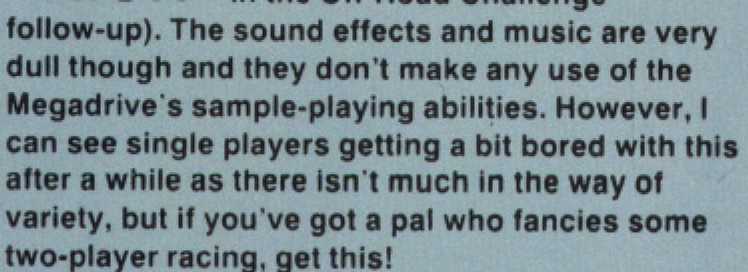




COMMENT

RICH

Ballistic should be applauded for releasing a game of this calibre as part of their £29.99 price range. Super Off-Road is an excellent conversion that's all the better when there are two players participating. The graphics are spot-on replicas of the arcade original, with extra tracks not included in the original coin-op (actually, I've a feeling that they're in the Off-Road Challenge follow-up). The sound effects and music are very dull though and they don't make any use of the Megadrive's sample-playing abilities. However, I can see single players getting a bit bored with this after a while as there isn't much in the way of variety, but if you've got a pal who fancies some two-player racing, get this!



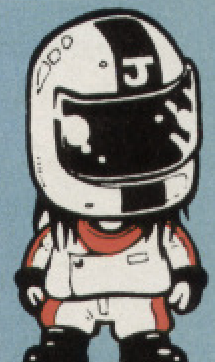


THE SPEED SHOP

After the race, you take your winnings to the 'Ironman' Speed Shop, where you can customise your truck with all manner of interesting add-ons. Better accelerators and engines are available to increase your speed along with superior tyres and shocks - essential for cornering and taking jumps. Extra nitros can also be purchased to give you that winning edge in the next race.



COMMENT



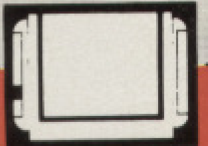
JULIAN

Containing all the features of the arcade game and adding some extra features of its own, this conversion provides loads of two-player thrills and spills. The graphics are excellent, with the tiny cars bombing around nicely drawn tracks, but sadly the sound isn't so hot, with rather weak tunes and effects. What's most important is the playability, and Super Off-Road is very strong in this department, especially in two-player mode where the competitive edge of the proceedings really comes into its own. In one-player mode the game is still fun, but I found after a while it became a bit repetitive - beating the computer opponents is fun, but nothing like playing against another human. If you're after racing fun, this is well worth taking a look at, especially if you've often got a second player at hand to join in the action.



BY: BALLISTIC
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: 2
SKILL LEVELS: 1
RESPONSIVENESS: GOOD






PRESENTATION 55%
Not much in the way of options or presentation screens.

GRAPHICS 79%
Detailed backdrops and well-animated (albeit a tad small) sprites.

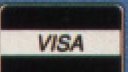
SOUND 55%
Average tunes and dull effects are the order of the day.

PLAYABILITY 85%
The game is instantly playable and addictive, especially with two players.

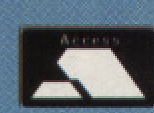
LASTABILITY 81%
The decent two-player mode will take you back to this months after you've bought it.

OVERALL 83%
An excellent coin-op conversion! If Super Sprint-type capering appeals to you, get this!

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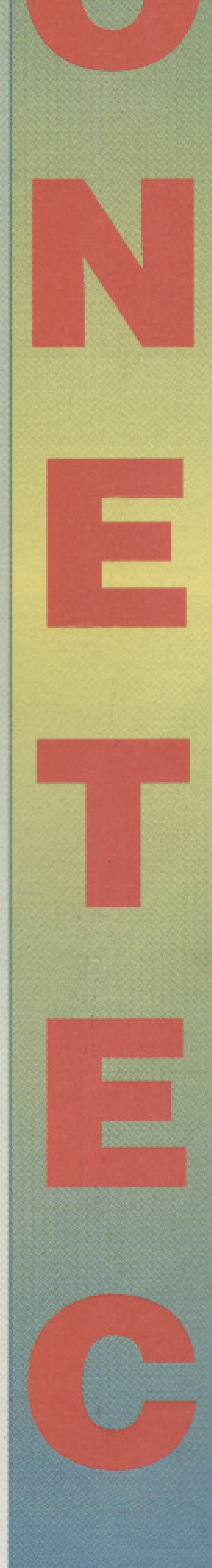
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The strip select screen. Using the joypad, all manner of kit combinations are possible.

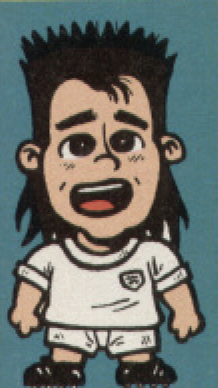
SELECT NUMBER OF PLAYERS
1 2 3 4 5 6 7 8

Euro Club Soccer from Virgin is based on their home computer footy sim Manchester United Europe, but with a whole host of updated options. It adopts a horizontally scrolling grandstand-view style of play, with the ball sticking to the players' feet as opposed to being a free-rolling spheroid.

The object of the game is to pick your favourite team from the one hundred and seventy on offer and take them all the way to the finals of the European Cup championship by trouncing fifteen other randomly-selected computer teams. Up to seven tournaments in which up to nine players may participate can be saved on a battery back-up to make the lengthy campaign more palatable.

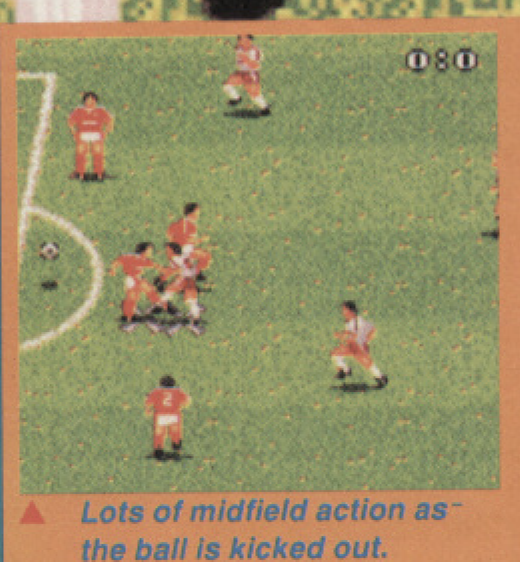


COMMENT



JULIAN

Presentation-wise, this is superb. The tournaments, save mode and general options are all out of this world. Sadly, though, the gameplay isn't of the same high standards. There are several sloppy points which mar the action, namely the poor collision detection, low player intelligence and very awkward controls which make putting together passing moves very tricky and frustrating. It's a shame these are present, because had the game been more rigorously tested and these irritations removed, Euro Club Soccer could have been an outstanding soccer game - especially with its excellent graphics. As it is, its flaws means that most players will get more frustration than joy out of this.



Lots of midfield action as the ball is kicked out.



COLOURFUL STRIP SHOW

Probably the most important aspect of modern football is the strip. Undoubtedly today's league structure would collapse if teams were to play in the wrong colours. Fortunately, Euro Club Soccer saves frustration of the colour mis-coordination kind by including a full kit-design option for each of the one-hundred and seventy different teams on offer. Everything from shirt and shorts to sock and trim are selected from a palette of eight colours. This allows you do dress your least favourite teams in humiliating brown strips and your top team in stylish black with this season's top accessory - purple trim.

Use the crosshairs to position the thrown-in. Watch out for opposition players though!





DEPECHE MODES

Euro Club Soccer has two play modes to challenge would-be champions. The first is Arcade, which is more reminiscent of games such as Tecmo World Cup than real soccer. The ref is a little lax in this mode, the ball travels unfeasible distances and players have a tendency to slide huge distances when they tackle another player. Only friendly matches are played in Arcade mode - for European Cup jiggery-pokery, Simulation mode is the one to choose. As you may expect, things are a little more realistic, with a slower play speed and plenty of rule violation-related horseplay.







Fans of corners, free kicks and throw-ins will be cock-a-hoop at the very sight of Euro Club. As opposed to having the usual tri-directional aiming system for these essential aspects of football, Euro Club operates on a more free-form basis. When faced with a corner, throw-in or free kick, the player in question is allocated a crosshair sight with which to specify the desired landing point of the ball. Each team has their own throwing and kicking abilities which dictate how far up and around the pitch the sights can be moved.

TOSSING YOUR BALLS





Cor! What a shambles! The players are clean avoiding the ball.



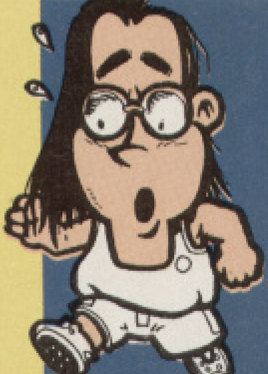


The first round match up.



An original style of goal-keeping...

COMMENT



RAD

The home computer game, Manchester United Europe wasn't all that bad and this Megadrive version promised to make any number of improvements. Sadly, for the poor state of Megadrive footie titles, European Club is in fact worse than its ST predecessor! The graphics aren't all that bad, with some small but colourful, detailed and fairly well animated sprites and a plethora of fine intermission screens to gaze at. Sadly, there are a number of gameplay upsets which spoil things. Firstly, the collision detection is very poor, which puts the dampers on activities such as tackling, passing, shooting and generally moving the ball about. Secondly, the players seem to have all the footballing abilities of the Baboon All-Stars second XI, with their passes and goal attempts being particularly feeble, not to mention those frustrating huge slides which masquerade as tackles. This combined with the coma-inducing slow pace produces a piece of software as disappointing as they come.

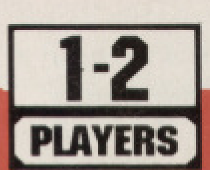


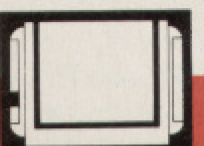
Select your formation to make the maximum use of your team's strengths.





BY: VIRGIN
PRICE: £TBA
RELEASE DATE: AUGUST
GAME DIFFICULTY: EASY/MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: POOR







PRESENTATION 94%
More options than the human mind could possibly comprehend, plus some groovy intermissions.

GRAPHICS 86%
Smart sprites and animation all-round. Shame about the backgrounds though.

SOUND 42%
Dull tunes and insipid, sparse effects.

PLAYABILITY 75%
Frustrating collision detection problems and some sloppy gameplay points make getting into this tricky.

LASTABILITY 65%
The tournament certainly takes a long time to win, but will frustration be the only winner on the day?

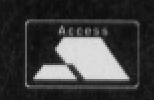
OVERALL 69%
A superbly presented soccer game which is sadly let down by some awkward gameplay points.

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HALF-BAKED HALF-TIMERS

At half-time the commentator pops up in the company of David Robinson. Together, they are about as expressive as Ray Wilkins and their observations have an uncanny knack of stating the obvious. During this entertaining interlude however, you are given the opportunity to check on your team stats and those of the opposition.

◄ *Here's a decent run-up to the opposition's basket.*

SUPREME COURT BASKETBALL

Order! Order! The Supreme Court is now in session and ten men stand in the dock accused of sweating profusely. Their defence? Well, they're basketball players and are in fact perfectly entitled to perspire on the particular court in question.

Get the rack out and stretch those legs because Supreme Court basketball enters the fast, skillful and often frantic world of... well, basketball! There are four teams to choose, each with their fair share of good and bad points. One team might be strong in defence, another might be sharp on the break, but generally they're all evenly matched. Good player selection is essential if opponent's weaknesses are to be exploited, and players too have their good and bad points.

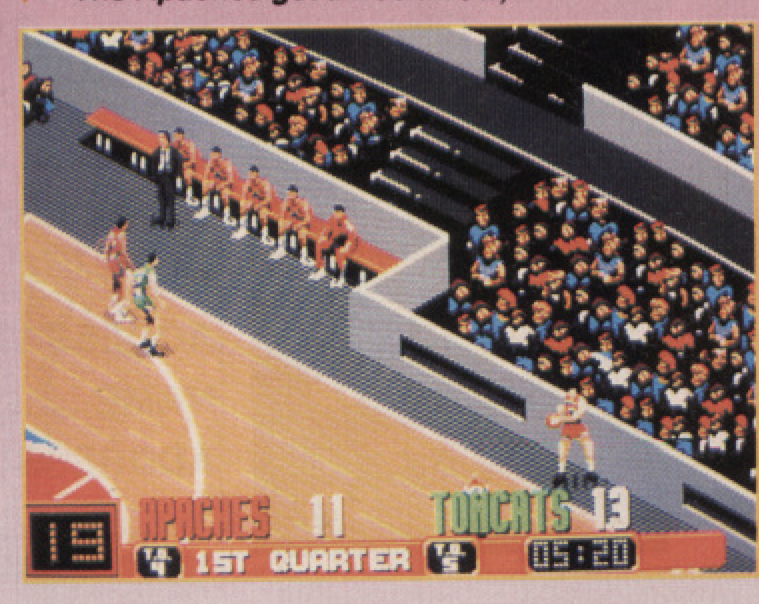
After the jump off it's a matter of effective dribbling, quick passes and accurate shooting on the offence, and determined marking, blocking and stealing on the defence. If a player can get close enough to the basket, a dunk will make sure of two points, but on more desperate occasions the risky three pointer might prove necessary. At the end of the day a can of stay-dry deodorant is recommended!

▲ *Plenty of stats to examine in this game.*



▲ *It's a good shot!*

▼ *The Apaches get a free throw,*



MUG SHOTS

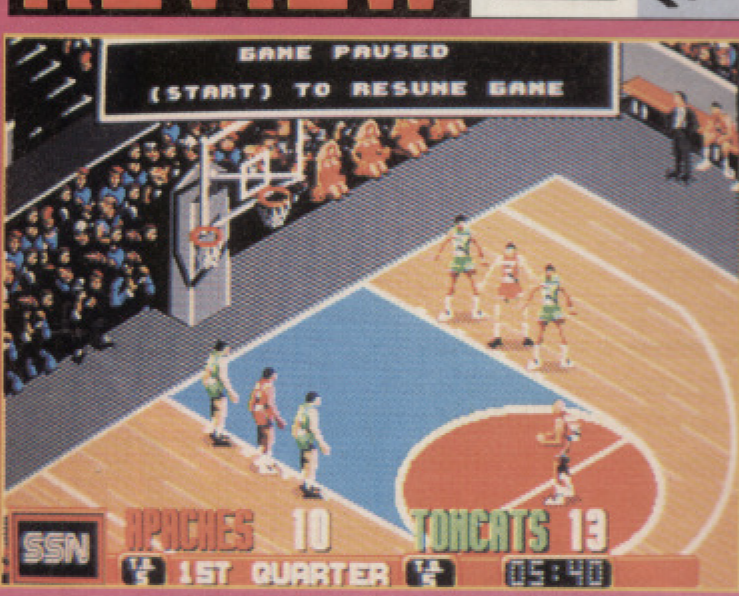
Once you've decided on a team it's time to look at the players. Each of them possess particular skills that could prove useful. Some are good at shooting inside the key, others might be good ball handlers or dunkers. Almost all players have their disadvantages, so it's worth noting these as well. If you can't make up your mind try judging on hairstyles or whether their eyebrows meet in the middle!




This mean, strutting basketball type introduces the game.

CUT THE ACTION!

Supreme Court basketball uses a cut screen. When the ball crosses the halfway line the angle of vision changes to include more of the court action. This takes a bit of getting used to, since the cut is virtually instantaneous, but once you've played the game a few times the switch becomes second nature.



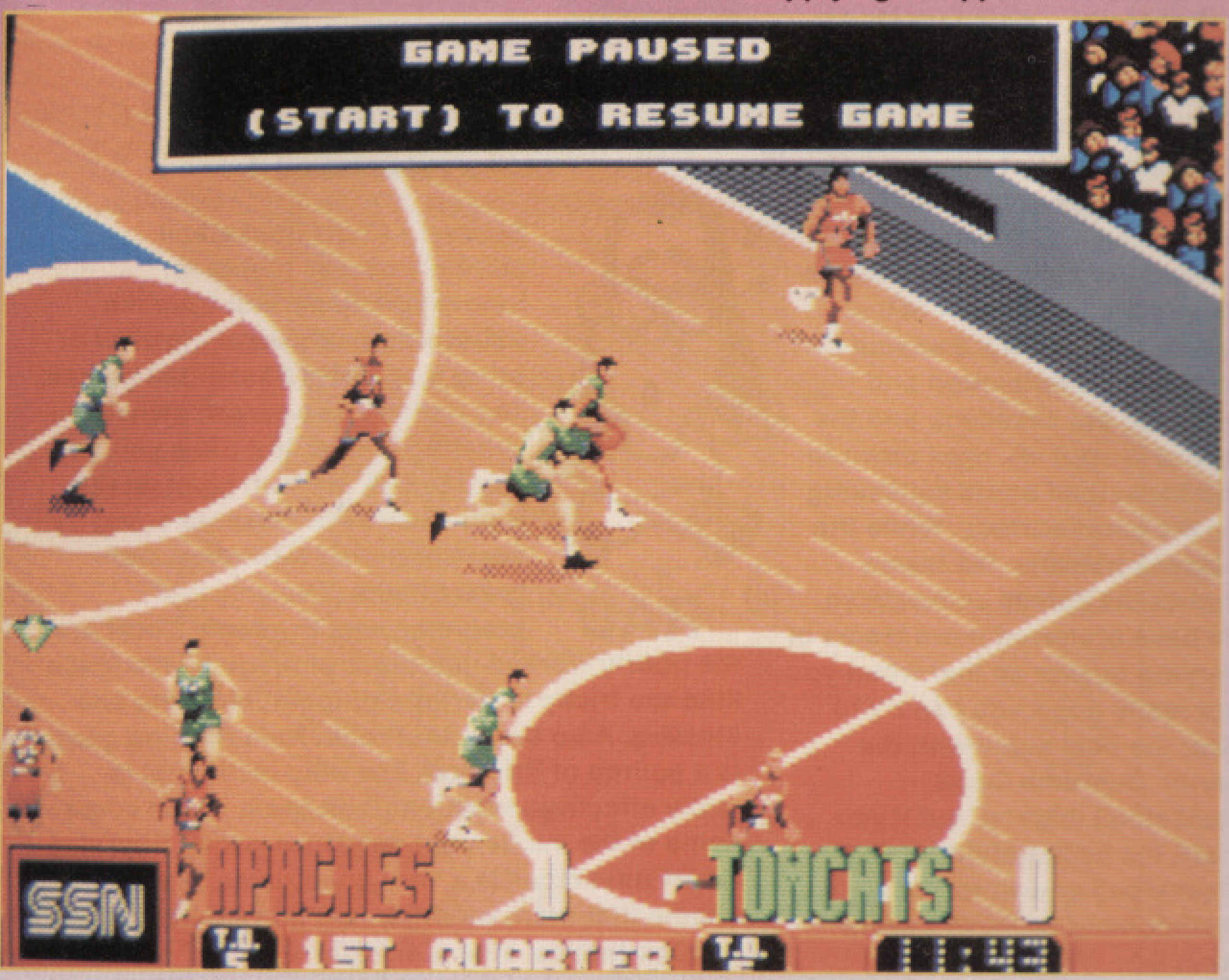
IT'S GOT A BIT TRICKY NOW!

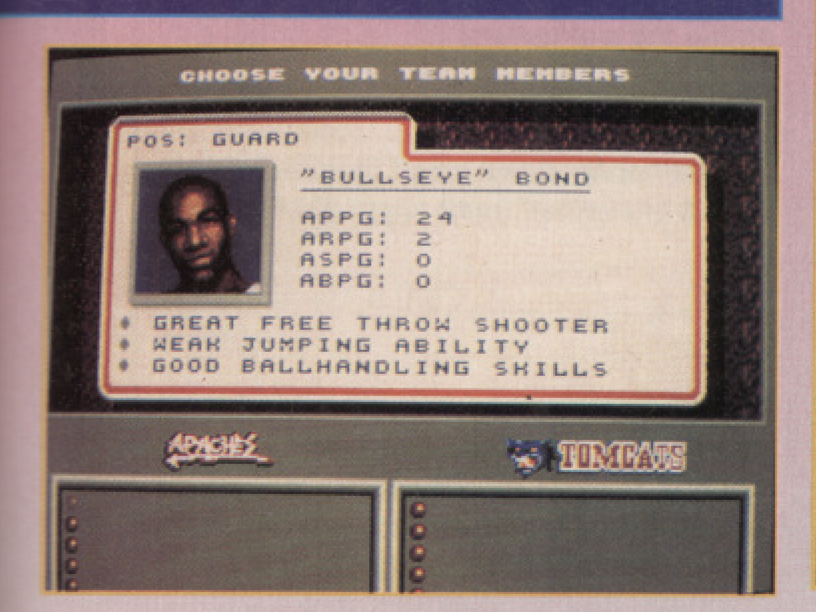


When a player gets close enough he has the chance to dunk rather than make a jump shot. There are a number of different and complicated types to enjoy, from the two handed slam to the leaping hook dunk. But whatever the decision is, it must made be quickly, the longer a player waits, the greater chance the opposition have of stealing the ball.



The Tomcats have the ball and the Apaches are supplying no opposition!

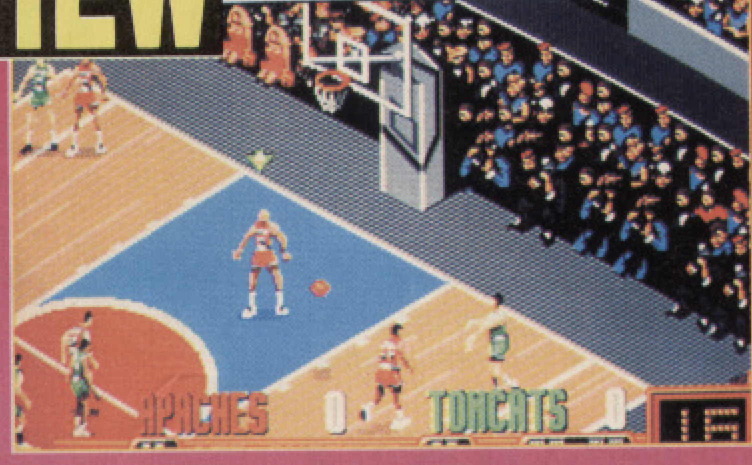


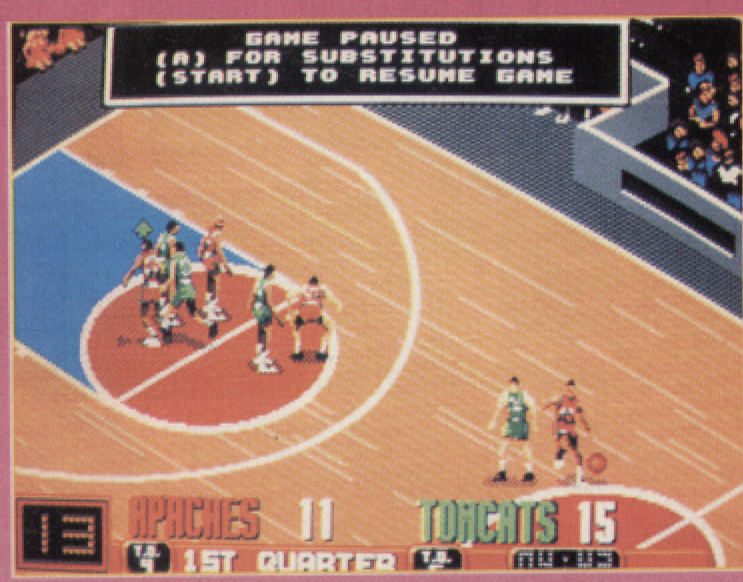


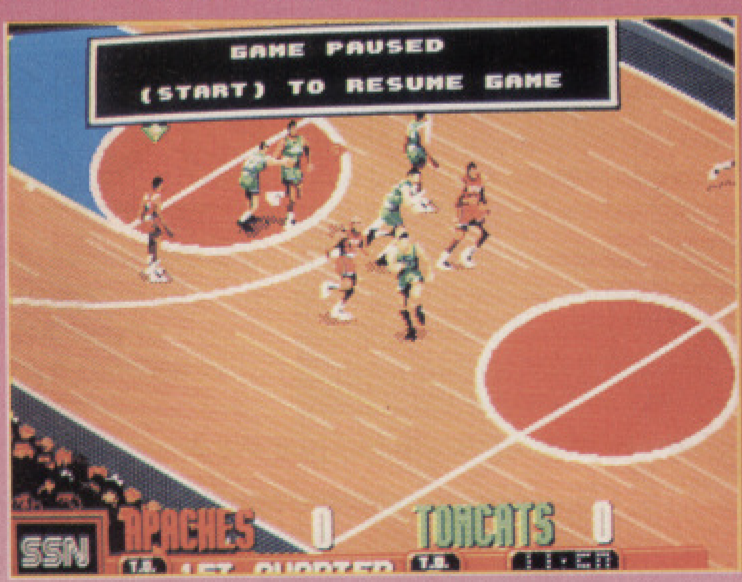
SCUMBAGS!

If a player commits a foul on an opponent who is attempting to shoot, a free-throw is given. Basically all of the normal rules relating to fouls, charging and travelling apply. Looking through the player's stats reveals the notoriously bad foulers. The problem is that some of them are brilliant shots or great dribblers, so weighing up the pros and cons is important.

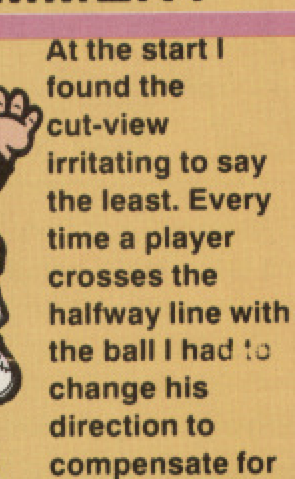








COMMENT



ROB

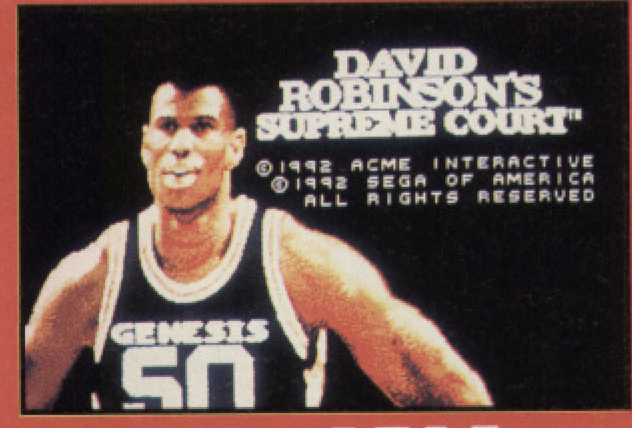
At the start I found the cut-view irritating to say the least. Every time a player crosses the halfway line with the ball I had to change his direction to compensate for the change in angle. Another gripe of mine is that Supreme Court basketball fails to capture the razzamataz of the game, in the way that Super Real Basketball did. The action is viewed from too far away which means the excitement of dunking is lost. It's a shame because the animation and graphics are excellent, and the sound is spot on, right down to the basketball boots squeaking on the court surface. While the balance between the teams makes the games competitive, I'd have preferred more teams of varying quality so that when you get really good you can try to beat the best sides with the worst. Supreme Court Basketball is good, but if you want the best, get Super Real Basketball or wait for the forthcoming Bulls Vs Lakers from EA.

COMMENT



RAD

Supreme Court Basketball certainly scores highly for innovation, departing from the usual diagonally scrolling view of other Megadrive basketball games. The halfway line screen switch is irritating at first, but once you get used to this the viewpoint works well, and this is complemented by some stunning animation and great effects. The only real problems with Supreme Court are the poorly worked defensive strategies - it's just a little too tricky to perform pinpoint blocking and stealing. Also the lack of room for a running game is a source of irritation. The only tactic that is really effective is the long-ball pass, which takes some of the excitement out of the game. Supreme Court Basketball is a very good game, it's just a shame that there wasn't a little more thought put into the tactical side of things.

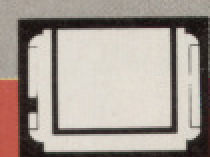


BY: SEGA

PRICE: £34.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD







PRESENTATION 89%

There are plenty of options and some nice touches like the half-time chit-chat.

GRAPHICS 90%

The animation is excellent, the basketball court is well drawn, and option screens are graphically superb.

SOUND 94%

Very impressive sound effects which create the perfect aural atmosphere. The intro music captures the sports theme perfectly.

PLAYABILITY 79%

Because of the cut screen, play is awkward and the constant ping-pong between angles spoils the excitement.

LASTABILITY 76%

The gameplay flaws mean that anyone other than a basketball freak might get fed up.

OVERALL 78%

Definitely a could-have-been kind of game. It's got excellent graphics and sound, but loses out somewhat in the all-important playability stakes.

ADVERTISEMENT INDEX

JORD[AN] VS BIR[D]

So, you like playing basketball do you? Well, Jordan Vs Bird is a digital representation of one-on-one - a sort of cut-down version of Basketball where only two players participate attempting to score more baskets than the opposing player.

In this case, only two different players are available, the eponymous Jordan and Bird. Each specialises in different types of basketball plays, be they slam dunks or three-point baskets (that's where they score from outside of the basket area). It's up to you to choose your basketball warrior and go into battle, outwitting and outfoxing the opposition by capitalising on your own strengths and your opponent's weaknesses.

Jordan Vs Bird also gives you the opportunity to develop your basketball skills in a series of practise rounds before your face up to your sporting nemesis in a one-on-one basketball duel!

THREE-POINT CONTEST ACTION



Another of the practise rounds in the game is a third person perspective effort that sees your player attempting to score baskets from outside of the basket area (a three-pointer, as it's known). The A button collects the ball, the B button springs you into the air, while a stab on the C button releases the ball and sends it off to the basket. You get five balls to throw before you move off to another part of the court to attempt this manoeuvre again. You receive your total score at the end, along with a report from the sometimes sarcastic commentators.



▲ Bird lines up for a three-pointer, but it's a very tricky shot. Can he pull it off?

SLAM DUNK SHENANIGANS

One of the practise rounds in Jordan Vs Bird is the Slam Dunk stage. This is viewed from the side and sees your player running straight at the basket. It's your job to control his actions using the A, B, and C buttons on your joypad. You choose the slam dunk manoeuvres you want to attempt at the start of the round, and it's your job to carry them out. Your efforts are then marked by a panel of distinguished judges.

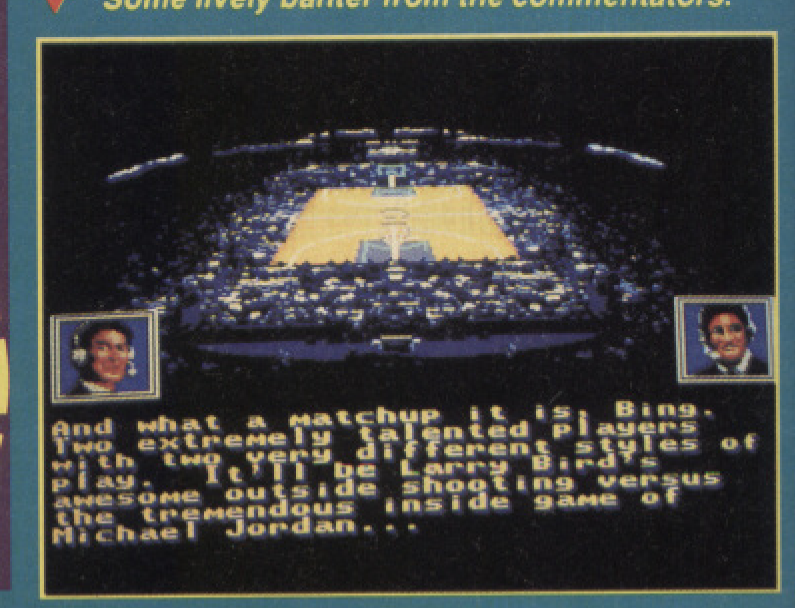






▲ Two shots depicting slam-dunk action. The picture to the right shows the practise round.

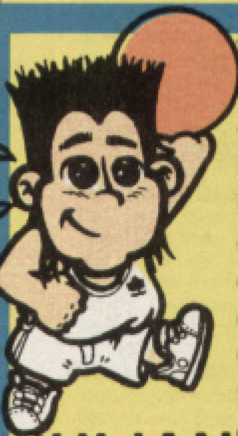
▼ Some lively banter from the commentators.

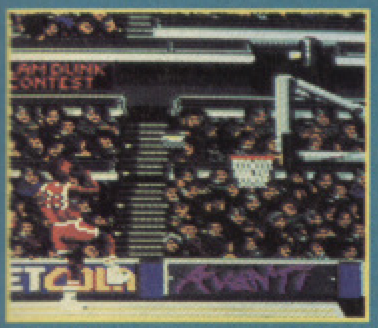


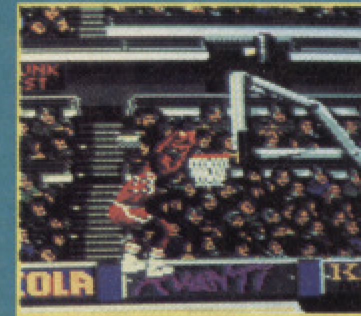












▲ *Some ace slam-dunking thrills here as Jordan tucks the balls away.*



◄ *Some sad scoring for that particular effort. It looks like Jordan is going to need a lot more practise!*

COMMENT

JULIAN

This is actually a conversion of a crappy, very limited and boring eight year old C64 computer game called One-on-One Basketball. And even though EA have added a few extra elements and attempted to beef it up, at the end of the day it's still the same old crappy, very limited and boring game. The sound is pretty good, but the animation on the players is appalling (both players run around as though they've got 15 pounds of cack in their trousers) and the gameplay is virtually devoid of excitement - even with two players - due to the frustratingly hopeless control method. The slam dunk competition is laughably easy and really there's little else to keep you playing. If you're a basketball fan either go for Supreme Court Basketball or wait for the forthcoming Bulls Vs Lakers. Both are infinitely better than this tosh.

ONE-ON-ONE SKYLARKING

This is the main part of the game. Here, you are thrust head-first into a timed session which sees you trying to score more baskets than your pal. All sorts of dummies and throws are available for use... if you can master them, of course!





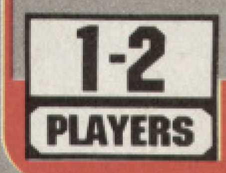
COMMENT

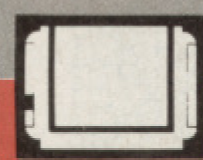
RICH

I thought Electronic Arts could do no wrong and was really looking forward to Jordan Vs Bird. Unfortunately, something has gone drastically wrong. The main part of the game, the one-on-one section is completely devoid of excitement and boasts severely deformed characters with laughably disabled animation. Also, actually scoring a basket seems to be more of a matter of luck than real skill - especially the three-pointers. The Slam Dunk Event is more of a non-event. Running up to the basket and performing manoeuvres is incredibly easy and involves little use of skill. The same can be said for the graphically pleasing Three Point Contest. I scored full marks from all positions on my second attempt! Considering that EA are responsible for the likes of the amazing John Madden '92 and EA Hockey, frankly I'm surprised that they released this sub-standard piece of software. Hopefully, the forthcoming Bull Vs Lakers will see a return to the usual high standard we expect from Electronic Arts.



BY: EA
PRICE: £34.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 5
RESPONSIVENESS: OKAY







PRESENTATION 89%
Excellent. Many interesting options to tweak and a great instant replay option.

GRAPHICS 69%
These range from being superb on the three-point screen, to being rather sad on the main one-on-one section.

SOUND 80%
Some good effects and great music courtesy of Rob Hubbard.

PLAYABILITY 54%
All three sections are either completely devoid of thrills or are laughably simple to complete.

LASTABILITY 38%
The lack of variety or longevity on each of the sections make this grow dull extremely quickly.

OVERALL 40%
A substandard sports simulation that won't even appeal to basketball fans. Check out Supreme Court Basketball or wait for Bulls Vs Lakers.

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AMSTRAD 464 plus Computer and Coloured Monitor plus £250 of Software will sell for £250 or nearest offer. Phone 021-744 7456.
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ZX SPECTRUM +3 128K, 58 Games, Tape and Disc, 5 Blank Discs, Tape Loading Lead. Excellent Condition. A Real Bargain at 380 ONO. Phone (0992) 23729.
MEGADRIVE For Sale with 6 Games, Golden Axe II, Strider, Ghouls n Ghosts, Spiderman, Sonic and Quackshot. All for £210. Phone (0352) 755264 or I will swap it for a Amiga 500 with a few Games.
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MEGADRIVE For Sale, 7 Games including John Madden 92, Quackshot, Monaco GP also Arcade Powerstick and 1 Joypad. Worth £350 but will selll for £250 ONO. Phone Robert on (0462) 456477 phone after 4pm weekdays.
MEGADRIVE BOXED, 6 Games, Quackshot, Immortal, PGA Golf, Hellfire, Wrestle wars, Mickey Mouse, 2 Joypads £210. Call Kieron 061-792 9450.
SEGA MASTER SYSTEM, 2 Joypads, 1 Joystick, 12 Games. Sell for 3160 ONO. Phone Dave after 6pm 081-508 3469.
UK MEGADRIVE, with 5 Games, 1 Joypad all boxed, 5 month old with Mags £220 ONO. Call Stockton (0642) 785223.
GAMEBOY, 6 Games including Mario, World Cup and Tetris. No Batteries Included. Sell for £130 or swap for Lynx with 3 Games and Power Adaptor. Phone Philip on (0239) 758863. Please phone after 5pm on weekdays.
UK SEGA MEGADRIVE, 4 Games, Jap Converter, 2 Control Pads, Everyting Boxed. Sell for 3190. 081-207 2953.
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UNBELIEVABLE OFFER! Nintendo, 5 Games and 2 Control Pads. All in Mint Condition for £180 ONO. If interested Tel: (0501) 20618.
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NINTENDO NES, 7 Games including Mario 3, Turtles and Gremlins 2, also Turbo joypad. Offers taken. Also an Amstrad CPC 464 with Joystick and a Colour Monitor with over 150 Games. Phone (0634) 668625 after 5pm ask for James.

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MEGADRIVE CARTS Jap & English. Jap: Moonwalker, Ringside Angels, Tatsujin (Truxton), Cyberball. English: Monaco GP (New), Budokan, Altered Beast. Write to: Gethin. 61 King George V Drive, Heath, Cardiff, S.Glam, Wales. CF4 4EF. 101% Reply. All offers welcome. All games fully boxed with instructions.
FOR SALE or swap Gameboy with 10 Games including Tetris, Marioland, WWF. Ring for further details. Also Game light, Game Magnifier sell for £195 or swap for Gamegear with at least 5 Games. Contact Jason on (0904) 632541.
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MEGA

FOR SALE

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BLIMEY! A Megadrive with 13 Games plus Jap Adaptor and Headphones For Sale at a Low Down Price, will separate, Games include Sonic, Mickey, Mercs and Bare Knuckles. If interested phone (03552) 22884. Hurry up and ask for Edward.

NINTENDO GAMES Console, Super Mario 1 & 3, Megaman & Infa Red, Double Player System, Duck Hunt, light gun, Cheet Book all for £1.70 so call (Lowestoft) 0502 585976, after 4pm weekdays and ask for Stuart. Thank you.

JAPANESE MEGADRIVE in box with The Immortal, Robocod, John Madden, Eswat, Wrestle War, Populous games, 2 jopypads, 1 joystick all for £220. Phone Jonathan on 051-525 4687, evenings.

MASTER SYSTEM 18! Yes 18! Games including, Sonic, California games, Mickey Mouse, Chase HQ and other goodies. Also, a rapid fire unit and control stick, all this for a mere and trifling £200 ono. Ring Chris on (0734) 815703. Ta! Ta!

GT PC ENGINE hand held plus Adventure Island, (Wonder Boy III), R-Type, Die Hard + 5 others + power adaptor. Phone (0983) 872584, for £225 ono.

MEGADRIVE games. Shadow Dancer £20, Crack Down £20, Wonderboy III £20, Mickey Mouse (Castle of Illusion) £25, Strider £30. Nintendo game, Adventures of Link £20, all brand new, including postage. Issue 1 to 11, Mean Machines and Raze. Tel. (0902) 373638.

BARGAINS. Megadrive British plus powerstick, Japanese adaptor games, Truxton, A Beast £120. Also 4-pack games all originals, PGA Golf, Battle Squadron, Mercs, Devil Crash £66. Rambo, Gynoug, Maddens, Golden Axe £62. Call Mark on 071-249 0448, after 4pm, weekdays. No splits!

SEGA MASTER SYSTEM plus (fully boxed), 9 games, including Spiderman, Wonderboy, Wonderboy 2, Wonderboy 3 and Thunderblade with light phaser, python joystick and 2 control pads, worth over £290, want to sell for £130. Phone Ben on 081-546 5786.

MEGADRIVE mint condition, bought at Christmas, 9 top games, 2 control pads, adaptor cartridge so you can play Jap games, also boxed with guarantee £400 or would love to swap for a Super NES with 4-5 games. Phone (0388) 745016, 4-5pm weekdays.

GAMEBOY for Sale. 10 excellent games and light magnifier case. Games are: Battle Toads, Robocop II, NBA Challenge, F1 Race, RC Pro Am, Duck Tales, WWF, Burai Fighter, Tetris, all good condition. Worth £300+, sell for £190 ono. Contact Lee on (0472) 823480, will post.

GAMEGEAR + 6 games £160 ono and Gameboy with 6 gmes £120 or sell both for £275. tel. 041-942 7674.

GAMEBOY games for sale. WWF, Double Dragon £16. Batman £18. F1 Race £25. May swap some. Phone Tom on (0227) 454131.

GAME GEAR, 1 month old, with main adaptor, Sonic, Columbus, all boxed as new £100. No offers. Call David on (0926) 59943 (Kenilworth).

FOR SALE Sega Megadrive + 9 games & Ppro 1 joypad + magazines. Games include: Robocod, Mercs, F22, Quackshot + many others £400 ono, or swap for Amiga 500 with upgrade and software. Phone James NOW (0756) 794 802. Quick sale needed urgent.

MEGADRIVE with joypad, turbo joypad, plus Populous, under warranty, boxed as new. Sell for £95. Phone Tony, after 5pm (0236) 423173.

MEGADRIVE with 9 games, including John Maddens '92 and Sonic worth £450, will sell for £225, also Japanese games converted and 2 joypads. Phone Oxford (0865) 68563 and ask for Oliver after 6pm.

NES FOR SALE with 9 games, including Mario 3, Double Dragon 2, as new for £150. Phone 081-399 3185, ask for Greg.

NES FOR SALE zapper gun with 11 games, including SMB 1, 2 and many more, great titles for £280. Call (0827) 894542, inc. p&p.

GAMEBOY games, Blobette, Gargoxles Quest £15, Fortress of Fear £10 ono. Phone (0234) 711774, evenings.

ATTENTION! Roleplaying fans! Collection of 28 fighting fantasy books by Steve Jackson for £41 less than half price! Also, 8 dragonlance books by Margaret Weiss for £15 or the lot for £54. Ask for Raz on (0753) 582862.

NINTENDO console. Two controllers and 6 games worth £300, but yours for £150.Tel. (0623) 795306, ask for Nov.

GAMEBOY + Tetris, leads, Golf, Baseball and light boy £80. Tel. Nigel on (0923) 855860 (Watford area).

SUPER GRAFX 16-bit, 5 player adaptor turbo joypad and joystick £250. Call Mark on (0883) 623241, near Croydon, Surrey.

NINTENDO NES plus 9 top name games includes: SMB III, Simpsons, WWF, Boulder Dash, Adventures of Link, Jack n' Golf, Bubble Bobble and Donkey Kong worth £370, only 2 months old, all boxed and immaculate, will accept £180. Ring (0296) 435956 for details.

AMSTRAD CPC 6128 for sale, including monitor, keyboard, printer, joystick, manuals, 25 games and mini office 2, worth approx. £600, sell for £300 ono. Phone 071-435 0165 and ask for Peter, from 9.00am-6.30pm.

GAMEBOY games and NES games for sale. Gameboy games: Gargoyles Quest, Burai Fighter, Spiderman, Solar Striker, King of Zoo £12 each. NES games: Double Dragon, Top Gun, Metal Gear, TMNT £25 each. Phone (0737) 813799, after 6pm, ask for James.

SEGA GAMES GEAR with 3 games, including: Castle of Illusion, Sonic, sell for £95 ono. Phone 071-435 0165 and ask for Peter between 9am-6.30pm.

AMSTRAD CPC 464 over 25 games, colour monitor TV, convertor turns monitor to TV, 2 joysticks £350. Ring (0206) 853239 (Edd).

FOR SALE Nintendo (NES) along with Turtles, Mario, Light Phaser, Duck Hunt, Robot, Gyromite, Wizards and Warriors, Punch Out, Super Off Road and Blades of Steel for an amazing £150, if your not totally nuts you'll phone Craig on (0532) 892993.

NEW-ISH NES for sale. Comes with controllers and 12 games inc. Mario 3, Megaman 2, Duck Tales, Simpsons and more great games, excellent condition, hardly used, worth £400+, sell for only £250! Bargain! Contact Glen on (0256) 55964, must come and collect it.

AMIGA 500 1meg with 125 games, all top games, with new disk drive + 3 month warranty, in Hull area. Will sell for £350. Tel. Lee on (0482) 829408 or swap for Super NES with 5 or 6 games.

FAMICOM games for sale. Formation Soccer £30, Super Ghouls 'n' Ghosts £30, F-Zero £25, Goman Warrior £25. Call Peter on (0708) 726530 (evenings).

ATARI LYNX, for sale, with carry case, sun visor and 5 great games: Ninja Gaiden, War Birds, California games. Blue Lightning, Gates of Zedicon worth £240 sell £150 or nearest offer. Tel. Alisdair on (0475) 20696, after 6pm.

GAMEBOY PLUS 5 games (Batman, Balloon Kid, Turtles, Tetris, and bases loaded). Carry case light boy and magnifier worth £210, sell for £140, also radio controlled car (Nikkon), quick charger and battery for car £75. Phone (0531) 820127 for details.

SECONDHAND Megadrive and Famicom games, bought, sold and exchanged. Games in stock include: Fatal Rewind (MD), Sonic (MD), Fantasia (MD), Battle Squadron (MD), John Maddens (Fam), Gradius 3 (Fam), Pro Soccer (Fam), Geoman (Fam) + lots more. Ring Adam on (0480) 63648 after 6pm or write to: A. Hall, 3 Fairfields, Cresent, St. Ives, Cambs. PE17 4QH. Fast service.

JAP MEGADRIVE + star control, Zero Wing, Strider, EA Hockey, as new, boxed with PSU £155 ono. Ring (0772) 615846, after 5pm.

FOR SALE Megadrive with 7 game. only £100, all boxed with instructions. I will swap for a Gameboy with games or Game Gear with a few games. Write: to Richard Lade, 170 Mount Pleasant Road, Hastings, E.Sussex TN34 3SR.

GAMEBOY for sale, includes holder, 16 games, like Mario, WWF, Terminator 2, Choplifter 2 and more. All in excellent condition and worth over £400, sell for £200 or will swap for a PC Engine hand held. Phone (0703) 849560 and ask for Nick.

ATARI LYNX II, boxed as new, plus Gates of Zendecon and Klax, unwanted birthday present, £110. Phone Simon on (0908) 582463.

SUPER FAMICOM Scart, 6 games, SR-Type, F-Zero, S. Ghouls 'n' Ghosts, Gradius 3, S. Mario Land and UN Squadron, 2 joypads never used, ASCII joypad, USA adaptor, SF RGB cable, all worth £600+, yours for £350, superb condition, no time wasters.Tel. (0924) 470876, ask for Darren.

UK MEGADRIVE with arcade power stick, Japanese convertor, turbo joypad and 3 games. Will sell for £200 or nearest offer. Or will swap for Super Famicom. Everything boxed and with insructions. Phone (0382) 642882 between 6.30-10.30pm, ask for Craig.

DEAL OF THE DECADE. Amstrad CPC6128, colour monitor, loads of wicked games, printer (b&w), art disc with mouse plus 7 blank discs, joystick and manuals. Selling at a knocked down price of £200. Call Ivan on 081-747 1431.

ATARI 520ST for sale, 6 months old, great games, inc. WWF, Mega Twins, Chase HQ 2, Ghouls 'n' Ghosts and disk box. 2 joysticks, still boxed worth £350, going rock bottom £250, willing to talk. Call 021-350 6697, ask for Lee, must sell soon!

UK MEGADRIVE 2 controllers, 16 games, inc. Sonic, Toe Jam, Thunderforce 3, G.Axe £380 ono + TV for £35. Phone (0306) 740913.

SEGA MASTER SYSTEM 2 games, Sonic the Hedgehog and Ghouls 'n' Ghosts, light gun, pads vgc £75 ono. Tel. (0442) 862224.

SPIDERMAN and WWF (Gameboy) games for sale £7 each. Swap Budokan and Rambo III (Megadrive) for decent games. Phone Danny on 081-805 0910.

OFFICIAL Megadrive for sale, 7 games including PGA, Road Rash, Robocod, EA Hockey and others. Also Jap adaptor, 2 joypads, only 6 months old, fully boxed, all for £350 ono. Phone Paul between 4-6pm on (0206) 210087.

NINTENDO NES for sale, with Zapper, 2 controllers and 7 games inc. Mario 1 & 2, Duck Tales, Kid Icarus and Duck Hunt and Club Nintendo Mags. Mint condition worth £310 sell for £90!! ono. Call 061-941 3748 and ask for Adam between 4-8pm.

BRITISH MEGADRIVE with 16 games, inc. Sonic, Wonderboy 3 & 4, Batman, Sword Vermillion, Spiderman, Jap adaptor, 6 months old £380 ono. British Gameboy, 5 games, inc. B. Toads £125 ono. Everything boxed, excellent condition. Phone Meirion on (0495) 249170.

GAMEBOY 9 games including Robocop, Mario, Batman, Spiderman, Golf, Bad'nRad + headphones, leads, game light, magnifier new £300 sell £175. Phone Joe 071-828 8283 + wanted 3D glasses, powerbase convertor, and MD+Ms games. (Part exchange welcome). Or exchange for Megadirve and games. Phone Now! Don't hestitate.

I AM SELLING my Gameboy with WWF and Tetris all boxed, including hedphones, link cable and magazines £80, and is worth £110, 4 months old and in very very good condition. Tel. (0533) 734921.

PC ENGINE (Pal) plus 5 games, joystick and joypad, quick sale £100 ono. Phone (0433) 50832, near Sheffield.

NINTENDO GAMES for sale. Mario III, Life Force, Airwolf, Probotector, Duck Hunt, Matroid, Zelda, Tennis, Robo Warrior, Gyomite, Top Gun, Urban Champion, Mari Bros I, all games up to Probotector are £20, all the others are £13. Phone Andy after 5pm on (0625) 585789.

NINTENDO NES with 11 games and zapper gun, games include SMB 1, 2 & 3, worth £440, sell for £170. Call (0532) 636974.

GAMEBOY with 9 excellent games + gamelight, nearly new, worth £250, sell for £140 or nearest offer or swap for GameGear. Please phone (0733) 252463, evenings/weekends. I may also sell it with less games than 9. Ask for Chris.

110 GAMES in 1 cartridge for use on a Japanese Nintendo. Phone after 6pm, ask for Toby on (0625) 584402. The best console, a Famicom and Ghouls 'n' Ghosts £150. I've got US convertor.

SEGA MEGADRIVE with Sonic Hedgehog, PGA Golf, Altered Beast, Mickey Mouse and Master System Convertor with Psycho Fox £200 ono. Ring John on 071-582 4602.

BRITISH, American, Japanese, NES, Megadrive and Gameboy games and peripherals available separately at competitive prices. Phone for details on (0932) 854764.

C64, Oceanic disk drive, tape recorder, joystick, lockable disk box, many tapes and disks including Art Studios £200. Phone 091-250 0275.

NES FOR £120 hardly used, with 4 great games and Rob Robot + light phaser. Games include: SBM 2, Goonies 2, Gyromite and Duck Hunt, original price £220+. Phone (0582) 762564, after 6.30pm, ask for Michael.

THE SECRET IS OUT. How would you like consoles and cartridgs for less than UK wholeale. How about a Nintendo for £11. Send SAE for details. D. Breach, 28 Idwal Street, Neath, West Glamorgan, Wales SA11 3HR. (0639) 646410.

GAMEBOY FOR SALE, 2 months old, hardly used, boxed as new with 4 excellent games and magnifier, worth £150, sell for £90 or swap for Super NES worth £130 with game or not. Contact Giles Bone on (0953) 882958 (Norfolk).

SEGA MEGADRIVE for sale with 8 games, Fantasia, Bare Knuckle, Populous, After Burner II, John Maddens Football, Gynoug, Thunderforce III and Eswat, all in excellent condition for only £200. Phone Luke on (0803) 834669.

MEGADRIVE (PAL) UK & 6 games (John Madden '92, Toe Jam & Earl, Mickey Mouse, Strider, Sonic, AP Golf), joystick all games, excellent condition £270 ono. Tel. (0843) 831771, or swap for Famicom or Neo Geo & games. Also Gameboy games for swap.

MEGADRIVE runs all cartridges, boxed with instructions, 2 joypads, 5 games, Sonic, Road Rash, Maddens '92, Streets of Rage, Herzog Zwei, all in excellent condition, worth £340, will sell for £225 ono (all games complete with instructions). Call (0246) 418368.

NES FOR SALE with 20 games including SM 3 & 2. It has a power glove also, worth around £830 including Robot as well, sell for £250. Phone (0564) 777763 between 9am-1.30pm, ask for Robert.

FOR SALE Sega Master System and 2 joypads, light phaser and 4 games, Golden Axe, Heavyweight Champ, Italia '90 and Moonwalker. Had for 6 months, sell for £70. Tel. 081-543 4507.

SEGA MEGADRIVE for sale, boxed as new, 6 months old with Desert Strike £100 ono. Phone 081-551 1335, any time.

FREE! used tissue (heavily used). If you buy my NES with 10 games (SMB 3, Gauntlet 2, Zelda, Snake Rattle Roll, Solar Jetman), all for £200, or nearest offer for a quick sale. Phone Wayne on (0543) 371854.

NES action set for sale. Runs American carts., 5 games included. For details call Anthony on (0400) 81558.

FOR SALE CD Rom, with 1 game called Earnest Evans, will sell for £240, if interested call William on (0272) 810797. Can consider lower price, also sell Mercs for £20.

UK MEGADRIVE 12 top games,arcade powerstick, all boxed and in excellent condition, cost £600, accept £400 ono. Phone (0632) 654658.

MEGADRIVE plus 7 great games, including Golden Axe and Populous, 2 joypads, all in excellent condition. Tel. (0428) 682598 £190 ono

NINTENDO NES for sale with 3 top class games, will swap for colour hand-held with 3 games or will sell separately, the original price £209, will sell for £95 ono. For a great deal ring Allan on (0924) 495428 (Yorkshire area).

LYNX with mains adaptor and 5 games inc. Ninja Gaiden, will sell for £130. Phone Ricky on (0932) 562167, also for sale Midnight Pumpkin or £140, totally modified, great paint job, battery charger and controller included.

SEGA MASTER SYSTEM plus 2 control pads and light phaser with 4 games, including Double Dragon and Speedball for only £60. If interested phone Chris on 081-504 5963 (Essex).

MEGADRIVE for sale, 7 games, 2 joypads, everything boxed, 9 months guarantee left. Sell for £225. Tel. 081-949 4087, buyer collects.

NES action set with Batman, Link, Double Dragon and Battle of Olympus, worth £260 will sell for £200. Phone (0437) 768843, after 4pm and ask for John.

MEGADRIVE with PGA, Quackshot, W.Wars, Alien Storm, James Pond, MF Hat, 2 controllers, runs all carts £190 or swap for Famicom (Pal) with 2 games vgc, also swap G.Gear Sonic, S.Monaco for decent games, everything boxed with instructions. Phone (0223) 892866.

NES FOR SALE, 2 joypads + SMB 1, Snake Ratle and Roll, NES Four Score and NES Advantage price £100. Phone 081-858 3881, 6-8pm. Also Gameboy plus 5 games price £80, ask for William. Hurry!

NES for sale, comes with 6 great games £115 or swap for Super Famicom (Jap-Pal). Ring 081-546 4649, after 5pm.

MART 

GAMEBOY for sale with 4 games and magnifier and gamelight and headphones. Everything still boxed and in excellent condition. Also wanted Lynx games and Atari Lynx accessories.Contact Johnny on (0274) 497091.
NES GAMES for sale, RC-Pro £15, Robocop £18, Link £18, Track Field 2 £16, Batman £18, Punchout £15, Exitbike £10, Skyhawk £17, Duck Tales £18, Mario/Duck Hunt/Zapper £30, Kick Off £16., Phone 081-697 6453.
NINTENDO NES Advantage joystick, 2 controllers, with 3 games, Super Mario 3, Bart Simpson, Double Dragon 2 £160. Phone 081-697 6453 (5-8pm).
AMSTRAD CPC 6128 built-in disk drive and fitted tape deck, over £250 worth of software (45 games), colour monitor, manuals, 6 blank disks, joystick, mint condition, worth over £650, sell for £275. Tel. (0707) 320056, after 4pm.
MEGADRIVE official version, good condition, A/V Scart, Pal, 2 joypads, 10 games, boxed worth £445, sell for £225. Phone (0487) 822340. Genuine reason for selling. Phone after 4.30pm and ask for Edward.
AMSTRAD CPC 464, colour montior, disk input, many original games, joystick, good condition £150. Ring after 4pm and ask for John (0772) 617714).
NINTENDO 4 score simultaneous, 4-player action, 2-year extended warranty, 4 controllers, 10 games included Super Mario 1, 2, 3, Star Wars, all top games only £200 ono. Tel. (0702) 344842.
SPECTRUM +3 perfect condition, cassette player and adaptor lead for +2 games, dozens of games and demos, plus 2 joysticks. All for only £100. Phone 081-654 7785, after 6pm and ask for Andrew.
BUY MY SMB II game, for American and converted Nintendo £20 (+£5 p&p). Call Simon any time after 6pm. Tel. (0600) 860024.
SINCLAIR ZX Spectrum +2 128K plus 2 joysticks and 1 light gun. 21 games included, excellent condition £55 ono. Tel. Harlow 641837.
NES for sale, boxed, purchased Dec. 1990, 13 games incl. Mario 3, Megaman 2 , Kick Off, Simpsons, Snake RnR, Duck Hunt and Zapper. All boxed with instructions, joystick, 2 controllers, bargain at only £300. Phone Rosemary on (0638) 70232.
ATARI 520ST FM ,50 top games, (Robocod, Lemmings, etc), mouse, 2 joysticks, manuals, all leads, extras, eg dust cover, mouse mat, utilities, all boxed, mint condition worth £450, will sell for £230 ono, an absolute bargain. Ring (0994) 230489.
!NEO GEO! for sale, complete with top player golf worth £109, also 2 joysticks PSU and memory card Scart only £380 ono. Genuine reason for sale, buyer collects. Ring (0772) 434730, ask for Keiron or Marie Parc Si Enoz Emag.
MEGADRIVE games. New Zealand Story, Rainbow Islands, Block Out and Aeroblasters (all Japanese) £20-£25 each. Phone (0532) 742778.
UK MEGADRIVE with Super Off Road, Strider, Altered Beast and Golden Axe 2, includes 2 control pads £155. Call (0452) 812926.
ATARI LYNX 1 plus California games and APB with Com Lynx and new rechargeable batteries. Good condition only £50. Phone Graham 081-660 4085.
WILL SELL 5 Master System games, Populous, Summer Games Vigilante, Italia '90, Golden Axe, Warrior for £70, excellent condition. Phone 081-518 1910.

MASTER SYSTEM excellent condition, Quickshot, Maverik, joystick worth £18, Altered Beast, Double Dragon, Moonwalker, computer, joystick, games, all boxed worth £170 sell for £90, all perfect condition with instructions. Ring Simon after 4.15pm on (0280) 824793.
GAMEGEAR 2 games, Colums, Donald Duck, mains adaptor, 1 month old, perfect condition, boxed with receipt £120. Phone Chris (0366) 500700 (Norfolk).
TWO SINGLE screened Nintendo games, Donkey Kong, Junior and Snoopy Tennis £8 each or both for £15. Tel. (0242) 232257.
TIMEBOY KEYRINGS, the gameboy timepiece only £3 each plus 50p p&p. Tel. Ben on (0422) 310383.
MEGADRIVE GAMES for sale. Golden Axe II, Sonic and Rambo III, all boxed with instructions for only £55. Ring David on (0703) 601231.
UK MEGADRIVE 6 games inc. F22, Super Monaco, 2 joypads, fully boxed with leads and instructions, 6 months old, excellent condition £200 only. Phone Paul (0778) 347777.
TAMIYA FALCON radio controlled car and rechargeable 7.2V battery and charger and controller worth £200, sell for £100 ono. Tel. (0270) 780729.
GAMEGEAR for sale, also with 5 games, G-loc, GG Aleste, Shinobi, Head Buster, Donald Duck, AC adaptor worth £235, sell for £175, all boxed. Phone 081-658 8882.
GAMEGEAR CHEAP with TV tuner, car-adp. and PSU plus Sonic, Mickey, Wonder Boy for GG plus Master/Gear with Spiderman, D. Dragon, Vigilante, Ninja worth £370, sell for £260 or sold separate. So call Tim on (0734) 475477 (Reading).
FOR SALE Punch Out, Kung Fu (NES) and World Cup (Gameboy) all for £45!, worth £80! Interested? Ring Jamie on 051-427 8181.
SPECTRUM 128K for sale, 3 joysticks, 199 games, top games including WWF, Midnight Resistance plus more. Call Paul Scott on (0625) 877009.
DELUX NINTNEDO nearly new. with 1 game, gun 2 joypads, Robot £80. Phone Monty 081-788 1635 or 081-788 7922.
JAPANESE PAL Super Famicom, 6 games: WWF, Smash TV, Mario plus more with convertor. Phone 081-989 3092 for Sam, £300 ono.
OI YOU! Listen up, I've a Spectrum +2 for sale. Over 50 top games, excellent condition. Phone (0734) 567926, £70 ono.
MEGA CD very good condition, comes with Earnest Evans. Only £325, works with Pal or Scart. Phone Joe on (0923) 225691.
ST 520FM. 70 games, mouse, joystick, games include: Robocod, Blues Bros, S/Hang On, Ghost & Goblins, Ghouls 'n' Ghosts, etc, D/S drive, all leads, boxed, many games still with original boxes, worth lots of dosh, yours for not a lot £240 ono. Tel. (0474) 322661, ask for Chris (evenings).
AMSTRAD CPC 464 colour monitor with computer desk, software worth over £100. 1 joystick (still boxed), plus mags, manuals all in great condition for £175 ono. Phone Mark on (0923) 248229, after 5pm any day of the week.
COMMODORE 64 for sale, with 250+ games, mouse, music and art software £250 ono. Call (02407) 5389 and speak to Michael.
SEGA MEGADRIVE (Jap, Pal), 12 games, 2 pads, (1 rapid fire),£300, worth £600. Phone Noel (0322) 528224 on weekdays.

MEGADRIVE plus 5 new games, inc. Desert Strike, 2 control pads Jap converter still have box, etc. good condition, sell for £230 or swap for Super NES plus games. Phone 031-558 1064, ask for Mike.
GAMEBOY SALE 4 top games, magnifier, headphones, 2 Pyr link £120, also NES action set £65. Ring Rob on (0733) 208273.
NINTENDO plus Robot Zapper Gun, 2 controllers, and 7 games, which are Gyromite, Duck Hunt, Wrestling, Bayou Billy, Kung Fu, Hogans Alley and Mach Rider. All boxed, good as new £190 ono. Call 061-788 0484, after 5pm.
MEAN MACHINES Issues 5-19, except Issues 8 and 15. Good condition £15 the lot. Phone (0707) 335419.
NES plus 4 games, joystick, 7 pads, new condition £90. Tel. (0784) 482573, ask for Richard.
SUPER FAMICOM (Pal) + R-Type II, Super Mario Worlds, 2 controllers, PSU only 4 months old £145. Phone (0272) 514215, ask for Steve.
SEGA, MEGADRIVE (Jap) + Sonic, Streets of Rage, EA Hockey, Maddens '92, After Burner 2, Thunderforce 3, Wrestleball, 2 Sega joypads, PSU £230. Phone (0272) 514215, ask for Steve.
UK MEGADRIVE 8 games including Streets of Rage, Sonic, Quackshot and Spiderman, etc. Also arcade power stick, 3 months guarantee, all boxed, mint condition, sell for £300 ono. Tel. (0793) 854698, party on!
AMSTRAD CPC 464 with colour monitor, desk and over 60 games. Ring (0933) 315623.
NES Jap convertor, joystick, 217 games includes Mario 1 & 3, Golf and California games £280. Phone Josey on (0642) 300020.
MEGADRIVE for sale, with 4 games, Desert Strike, F22, Quack Shot, Wings of War, vgc £150 ono. Tel. (0670) 828618.
UK MEGADRIVE 12 games including Mercs, Lakers, Sonic, Jap game convertor worth over £500, sell for £250 ono. Ring 021-788 3886, after 5pm.
AMSTRAD CPC 6128 colour monitor, disk drive, over 60 games including Robocop, Batman, Outrun, cost new over £800, except £275. Tel. Adam on (0473) 685100 (Ipswich).
NES for sale. Top condition, boxed, only 4 months old, comes with light gun, controllers, 4 great games, SMB3, Festers Quest, Duck Hunt and Semons Quest, worth over £260, sell for £125 ono. Phone (0359) 258103, after 6pm.
SUPER FAMICOM (Scart), 6 months guarantee, includes Mario 4, Final Fight and Addams Family games, also Super JB King, joystick, American/Jap convertor, all boxed. Phone Trevor on (0494) 565488. £250 ono.
GAMEBOY and 4 games, Tetris, Batman, Motorcross, Maniacs, Ghost Busters II, everything is fully boxed as new £90. Phone 524 6815 (Chingford).
GAMEBOY excellent condition with Tetris, TMHT, Quirk, SML, carry case £100 ono. Call David (0203) 450873 (Coventry), offers considered. Games available Sep £10 each. Offer includes tips, book if bought as job lot.
MEGADRIVE for sale, 3 months old with Sonic, EA Hockey, Streets of Rage and Robocod, bargain at £180. Call Paul on (0364) 43005.
GAMEBOY GAMES Yoshi's Egg, Altered Space and Sagaia. All in perfect condition and only £15 each. Phone Douglas on (0372) 464610.
SEGA GAMEGEAR with Sonic the Hedgehog, Mickey Mouse and Donald Duck plus adaptor all boxed as new, 3 months old. A most excellent bargain at £100. Phone Tom on (0299) 23627, delivery free, near Worcester, if I'm feeling generous hmmm.
NES plus 2 joypads plus 6 games inc. SMB 1 & 3, Duck Tales and Solstice, 3 months old only. All in original boxes and with instructions, booklets bargain at £150. Contact Paul (0653) 698157.
ATARI LYNX with 8 games and carry case, Klax Rampage, Shanghai, Zarlor and others £150 ono, also Spectrum +3 with tape player, 3 joysticks, light pen, 200 games and many more extras £150 no. Phone Dale on (0652) 635442, take offers.

AMIGA 500, mouse, joysticks, games including Kick Off 2, demos, magazines, £260 ono. Good condition, still boxed, also Sega Megadrive, joypad, Sonic, Populous, excellent condition, still boxed £120 ono. Plays English, Japanese, American carts. Phone Paul on (0270) 661703, evenings only.
NES with 13 games, including SM II and DD II, with Robot, Zapper and 2 controllers. Including good tips on 7 games, plus about 6 'Club Nintendo' magazines. Selling for £250. Phone 081-543 6190 after 5pm on weekdays. Quick sale needed.
NINTENDO NES for sale with 10 top games inc. SMB3, SMB2, Simpsons, Link and Batman, worth £420, sell for £250 or will swap for SNES with at least 3-4 games. Call (0745) 350172 and ask for Lee after 6.30pm weekdays.
MASTER SYSTEM games £20 wach. Sonic, Wonderboy 3 , Spiderman, World Soccer £10. Contact Rory on (0786) 833310.
GAMEBOY (new) with 7 games plus mains charger, light and magnifying screen cost £270, but now £130. Phone Charlie (06285) 25852.
NES as new, with 3 games, Robot, Zapper Gun and 2 joypads costs £180 but now £95. Phone Charlie (06285) 25852.
AMIGA 500 games all boxed, Hard Drivin', Dragon Spirit, Toobin, Black Tiger, Lombard RAC Rally £10 each. Black Shadow, Vinocators, Las Vegas, Demolition Sky Fighter £5 each. Call Carl on (0984) 31527.
COMMODORE with loads of ace games, a brill joystick, mains adaptor and a light gun with a range of top class games. All for £100 or swap for a Game Gear with at least 2 games. Tel. (0332) 835894.
SEGA MEGADRIVE vgc with instructions plus 8 great games, extra joypad, Jap convertor £275 ono. Tel. (0932) 244578, will sell games separately.
SEGA MEGADRIVE + 3 games, Quackshot, Eswat, Thunderforce III, only £100. Phone (0202) 474255.
SUPER NINTENDO – official UK Pal-I version + Super Mari, World £129. Scart Super Famicom £99. PC Engine Core Grafx (Pal-I) + Batman & Violent Soldier £89. PCe joystick, turbo joypad, 5-player adaptor £9 each. NES game sounds £9. Tel. 083-676 8164, after 4pm.
SPEEDBALL II Scart version for Megadrive USA, mint condition £15, includes postage. Must sell. Also Issues 1 to 5 Mean Machines £5 each plus p&p. Other Issues plus CVG, Guide to Consoles, Sega Pro (oops) all £2.50 each. Tel. (0792) 773417.
PSION LZ64 Organiser, great for work and games. Includes 2 datapacks and 7 games. All manuals included, built-in easy-to-use programming language, database, alarm clock, memory expansion and more. Latest model of this yuppie handheld. Call Yohann on 081-952 1748 Now!!
NINTENDO action set + Zelda 2, Mario 3 and Quickshot, joystick all boxed, and vgc. Ring Rob on (0892) 723550, after 6pm. £95.
GAMEBOY, six games including Mario, Robocop, Double Dragon, Spiderman, Noby, soft case, light, magnifier, boxed, worth £220, now £150. Tel. (0823) 338653.
SEGA MEGADRIVE with 3 games, Sonic, California games and Whip Rush. All with tips, plus 5 Mean Machines, Walkman with 10 albums, 3 videos including Gremlins 2 and Rocky 4 and a £60 remote control car. Everything in excellent condition, worth £450, sell for £170 ono. Phone 071-537 0257.
GAMEBOY with 7 games, including Marioland, Turtles and Duck Tales plus mains adaptor worth £250, sell for £140. Call anytime (0560) 84158.
MEGADRIVE GAMES John Maddens Football £15, Spidrman £20, Robocod & The Immortal £25 each. Will consider swaps. Call (0902) 457100.
NES FOR SALE, boxed, vgc, 7 games, SMB1, 2 & 3, Robocop, TMHT, Life Force, Snake, Rattle & Roll, all £160 or swap for Super Famicom or Super NES with at least 1 game. Phone (0205) 480747, between 7-8pm.
AMSTRAD CPC 6128+ and colour monitor, boxed, mini office 2, stop press and more. £200 ono. Tel. Grimsby (0472) 344274.

FOR SALE UK Sega Megadrive with eliminator, Jap adaptor and 5 brill games, all cost over £35 inc. John Maddens '92, EA Ice Hockey, Sonic, Alien Storm, amazing condition, still with guarantee, worth £330, want £200. Phone (0242) 574329.
20 NINTENDO GAMES for sale. Including SMB II & III, Top Gun, Double Dragon II, Snake, Rattle & Roll, prices from £5 to £25. If interested, phone Sunny Moore on (092328) 3418 (Herts).
AMIGA 500, Batman pack for sale. Includes 1/2meg upgrade, joysticks, disk box, cover disks, demos, dust cover and second drive. £300. Phone Simon on 051-424 0216. Can be seen working. Last time I advertised I decided not to sell.
ATARI LYNX for sale + 5 hi-quality games. Including Cal. games, Chek Flag, Warstars + all accessories,. case + pouch, car apt. + 2 free screen guards altogether over £350+, sell for £250 ono. Will consider slight reductions. Ask for Joseph on (0606) 842209, real bargain!
SUPER FAMICOM Scart, 2 joypads, 78 games, inc. G&G, UK Squadron, Pilotwings, Mario, Super Tennis, Final Eight, R-Type, F-Zero, worth over £580 or sell for £440 ono. Console and all games in immaculate condition. Ring Ormskirk (0695) 422240, and ask for Martin.
GAMEGEAR for sale or swap. Comes with Sonic, Donald Duck, Super Monaco, Leaderboard, (5 games in all). Also mains adaptor and battery pack. Everything boxed, hardly used. Only £180 ono or swap for Megadrive (with games). Tel. (0670) 787551.
LYNX + 5 games + PSU games, include Chequered Flag, Paperboy and California games. Boxed, 6 months old £135. Phone Matthew on 010-3511-284-4727. (Portugal).
NINTENDO NES perfect condition with ROB Robot and accessories, light gun, 2 control pads, as well as, Duck Hunt, Excitebike and Bubble Bobble games only £140 ono. Phone 081-654 7785 and ask for Andrew.
ENGLISH MEGADRIVE for sale only 3 months old still fully boxed, with 3 games which include Sonic, Road Rash, After Burner + 2 joypads, excellent condition, all for £150. Call Matt on (0268) 752284, after 4.30pm (Essex).
BARGAIN! selling MS and NES with 10 games in total for only £160 and its worth £260 or swap for 10 MD games including Mickey Mouse or swap for Famicom and 1 or more games (Pal). Phone Nadeem on 071-803 2603.
NES and game £50, NES and 2 games £60, still boxed and guaranteed. Phone Kelvin (0928) 563085 between 3.30-10.00pm.
QUICK SALE Neo Geo system excellent condition, memory card, power supply and joystick, new version £255 ono. Phone (0483) 88091.
NEO GEO for sale with 1 game and 1 controller, used twice £300 ono. Tel. Brookwood (47) 489509.
GAMEBOY with Golf £40. Tel. Richard on 081-360 1129.
SEGA MASTER SYSTEM light phaser, joypads, and 5 games, Wonderboy in M-land, Rambo 3, Soccer, Zillion, Captain Silver. £70. Phone 081-455 9050.
FOR SALE NES 3 games, Snake, Rattle & Roll, Super Mario Bros and Kung Fu, all for £60. Call Dan on 081-349 1175.
NES AND C64 for sale. NES games: SMB3, KO2, and a advantage joystick. C64 with 2 joysticks, light gun, 12 Commodore formats (mags), also 70 games and 26 demos both £140, or NES E90 and C84 £50. Call Adam on 081-997 5047.

SWAPS

SWAP! Master System II with Vigilante for Game gear or Game Boy with at least 3 Games. Please Phone Bazza! 061-969 1053.
MY MEGA CD for Scart Famicom, any game or Pal Famicom, any 3 games. Phone (0993) 708527 plus 2 CD Games, Also!!!
I WILL SWAP my new Game Gear with 4 Games and a Mains Adaptor for your Megadrive in Excellent Condition with games. 081-789 0845.



MEGA

MEGADRIVE GAMES desperately wanted. Shadow Dancer or Thunderforce 3. I will swap my Strider, Golden Axe or Decap Attack. Write to: Timmy, 51 Vicarage Road, North Castleton, Rochdale, Lancs. OL11 2TF. Please send your telephone number in your letter. No Jap Games.
WILL SWAP Simpsons (NES) for Duck tales, Batman, Double Dragon II, Maniac Mansion or Megaman II. Phone Darren on (0962) 890341 NOW!
MEGADRIVE WITH Sonic, Castle of Illusion, Robocop, Streets of Rage, Strider, Spiderman, Golden Axe, Decap Attack, 2 Powersticks, Control Pad, Magazines and Headphones. Will swap for Amiga with Games and Accessories. If interested phone (0616) 535945 or will sell for £300.
I WILL SWAP my Master System, 2 Control Pads, 1 Joystick and 8 Games, Eswat, Alex Kidd, Shinobi World, Psycho Fox, Moonwalker, Wonder Boy 1+2 and Shinobi for Super Famicom and Mario 4. Phone Bradley on (0483) 35686.
SWAP GAMEBOY VGC with 6 Games including WWF, Double Dragon with Headphones and 2 player lead for a Gamegear or a Lynx with 4 or more games. Phone Nottingham 875753 after 5pm.
MEGADRIVE: Robocop, Zero - Wing for swaps or cash offers welcome. Both boxed as new. Ring after 6pm, Kris Goode: (0274) 384938.
MY GAME GEAR with 5 Games including Sonic, Mickey Mouse, Donald Duck, Out Run and G-Lock + Mains Adaptor, all boxed, and Game Boy with 1 Game Spiderman for Megadrive or Super Famicom. Must be in Good Condition. Phone (0953) 87790.
BOXED JPN PAL MEGADRIVE, 9 Games including Sonic, JM'92, Gynoug, Super Shinobi, Streets of Rage, Stereo Speakers and Gameboy, Gamelight, Tetris, Double Dragon, Dragon and SML to swap for Neo Geo with Burning Fight or Fatal Fury. Phone Brian 021-526 6356.
I WILL SWAP my Megadrive with 5 Games for your Super NES or PC Engine with CD ROM. Contact on 051-677 4301.
SWAP Golden Axe (Master System) minus proper box and instructions (I've provided homemade versions) and Golden Axe Novel from Sega Power for Ultima 4 (must have instructions), Galaxy Force or Pac-Mania. Phone after 4pm weekdays, anytime weekends (0650) 531354 "William".
I WILL BE WILLING to swap Wonder Boy, Out Run, G-Loc, Mickey Mouse, Psycic World, Factory Panic and Columns for any other Gamegear game. Sonic if possible. If interested ring (0704) 68802 and ask for Will after 4pm Mon-Fri,
I WILL SWAP my Commodore 64 plus Lightgun, Joystick and 25 Games for your Sega Megadrive and 2 or more games. Phone Neil on (0902) 782628.
I WANT TO SWAP my Gameboy with Leads, Batteries, Tetris, Batman and Turtles (Imports) for a Gamegear and any of three games:- G-Loc, Sonic, Ninja Gaiden or Master Gear. So Call Keiran on (0280) 815706 after 6pm, Move Your Ass!
MEGADRIVE GAMES Winter Challenge, Mickey Mouse (Japanese) and Dynamite Duke (Japanese) for PGA Golf any Car Games. Call Stuart (04024) 77470.
FAMICOM (PAL) Mario Castlevania, Super Ghouls n Ghosts, Converter. Swap for Pal Neo Geo and 1 Game (0602) 751885.
I WILL SWAP my Megadrive with £330 of Games including James Pond, Midnight Resistance and Mickey, Alien Storm. All together 9 Games for Famicom with 3 games Final fight, Mario 4, Actiraiser. Call Shaun (0274) 615239 Idle Bradford after 6pm.
ATARI LYNX PSU Carry Pouch, 3 Games plus £120 for SNES or Famicom Scart + 1 Game prefer Mario 4. Contact 081-953 6087 Jim Eves.
SWAP MY John Madden, Streets of Rage, Sonic, or Eswat for your EA Ice Hockey, Ghouls n Ghosts, Robocop or Wines or wor Games must be boxed with instructions. If interested. Phone (03552) 48919 after 6pm.

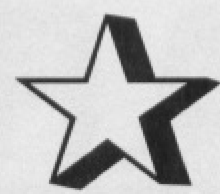
WANTED GAMEBOY with Tetris, Mario and Robocop must not have a scratched screen, swap for master System with 2 games and a Nikko Sand Crab. Batteries not Included. Ring (0765) 689229 after 5pm. Sand Crab is a Radio Cont. Car.
C64 WITH Stacks of Games, 2 Joysticks, Cassette worth £400 will swap for Super Famicom plus 1 or 2 Games. Contact Jonanthon on (0223) 65595. If Interested.
SWAP your Super Nintendo famicom and Games for my 2001 Gym worth £700 and weights. Famicom has to be Pal. Call me on 061-226 2892.
I WILL SWAP my Master System with 11 Games. Excellent Condition for Amiga 500 in Good Condition. Phone Daniel (0226) 764582.
MEGADRIVE WITH 6 Games and Arcade Power Stick for Amiga A500+ with or without Games plus Joysticks. Phone Craig (0260) 280692.
MEGADRIVE CARTS for Swap Altered Beast, James Pond and Rambo III. Will consider anything especially Revenge of Shinobi. Call (0394) 384876.
PETERBOROUGH Megadrive owners sell or swap your games. For free advice and monthly newsletter, call Steve on (0733) 333 692.
ATTENTION I will swap my NES with Advantage joystick, Probotector and SMB1 & 3 for your Master System with 2-3 games or Gamegear with 1-2 games, or sell for £110 ono. Phone Ross, now on (0703) 733222, after 5pm.
SWAP your Swapshot and Choplifter for Shanghai, Shinobi powerstick, blackbelt One on One. Tel. Jody on (0487) 842 751 NOW!
SWAP Joe & Mac and Great Battle. Swap both for Mario 4. Phone Nicholas on 051-226 8036, after 4pm.
SONIC the Hedgehog in excellent condition. Swap for Streets of Rage. Tel. 081-673 7376.
I WILL swap Spectrum 48k and 4 games for Famicom with 4 games if interested, call (0532) 600925, ask for Matthew.
OI YOU!!! I will swap my NES with 4 games for Super NES or Famicom with no games. Phone (0604) 751709, after 6pm. PS. must be PAL, catch you later dudes!!
SWAP Megadrive with 5 games, 2 joypads and XE-1SG joystick, still boxed for Amiga 500. Phone Ben on (095) 383 648.
I WILL SWAP my Gameboy with Mario and Tetris in excellent condition for a Master System with Kick Off, or sell it for £50 ono. If interested, ring Lee on (0253) 401673. No Master Systems without Kick Off please.
SWAP. wanted Gremlins 2 and Kung Fu, any games may be acceptable for Nintendo NES. Ring Mickey on 091-259 5791.
SWAP a Gameboy and 3 games, for a Lynx and a game. Phone Anthony on (0227) 700394.
I WILL SWAP my Road Rash, Quackshot or Mickey Mouse for Toejam and Earl or Street Smart or any other good games. Phone (0543) 277371 or write to: 103 Walsall Road, Norton Canes, Cannock, Staffs WS11 3QX. PS for the Megadrive.
SWAP my World Wrestling for your WWF for NES. Phone Tim on (0734) 834113.
SWAP Streets of Rage, Wrestle War, Golden Axe, Quackshot or Insector X for Fighting Masters or swap 1 game for Gameboy. Phone (06977) 2457.
WILLING TO SWAP World Cup Italia '90' and World Soccer. Interested in Tennis Ace and California Games. Please contact Bryan! Tel. (0475) 675555.
GAMEBOY GAMES For Swap: D.Dragon, Robocop, Gargoyles Quest, Qix. For any decent games. Phone Mez on (0352) 740927. Sale also £13.
MEGADRIVE and Road Rash, Streets of Rage, Spiderman, maybe more for Famicom Pal/Scart any games. Tel. (0232) 742574 ask for Robert.
MEGADRIVE GAMES TO SWAP: Sonic, Eswat, Spiderman, Budokan, Ghouls n' Ghosts, Immortal. For your: EA Hockey, Joe Montana II, Populous, Pit Fighter, Shining in Darkness, James Pond II. Phone Mike after 5.30pm on 041-639 7876.

DELUXE NES + 7 Games and Master System with 5 Top Games, also Joysticks, Maverick 1 and NES Advantage for a NES or S.Famicom with a Game, maybe some cash included in deal aswell (p&p not included). Phone Danny on (0372) 378480 anytime.
SWAP!! my Megadrive and 5 Games including Ghouls n' Ghosts for a Famicom with Game(s). Phone (0772) 626404 ask for Scott.
I WILL SWAP my Amstrad CPC464 with about 40 Games for 10 Megadrive Games (for UK version) or sell for £300 with TV Converter and 1 Joystick. Phone 091-372 2350 or 16 Pinders Way, Sherburn Hill, Co. Durham. Ask for Shaun.
MASTER SYSTEM GAMES to swap Sonic or Mickey Mouse or Psycho Fox for Donald Duck, Prince of Persia or Asterix. So ring Craig now on (0222) 220132 at anytime after 4pm.
SWAP MY SONY WMFJ02 Walkman, the size of a cassette box with Digital AM/FM Radio, Full Remote Control Rechargeable Battery worth £200 and still under guarantee, for your Gamegear with 2 or more Games. Contact Matthew on (0604) 403127.
FOR SWAP, 15 Megadrive and 5 Gamegear Games and Specky Games. If interested phone Scott on (0480) 459575.
GAMEBOY, Marioland, Tetris, Boxed Perfect Condition, will swap for Gamegear or sell for £65 ONO. Phone Chris after five on 041-954 7440.
YO! Antbody got Duck Tales and want to swap it for Ikari Warriors? Also has anyone got Megaman and want to swap it for Gradius?????. If so phone Mark Bartram on (0284) 769262.
MEGADRIVE GAMES To Swap I have Road rash, Robocod, F22, Intercepter, Populous, Quackshot, Thunderforce3, Marvel Land, Spiderman, Wrestle War will swap for other excellent games. Ring Lee or Rachel (0484) 607207 after 7pm. Weekdays or Anytime Weekends.
SWAP MT GAMEBOY with 3 Games, Everything boxed, Mint Condition for 2 Megadrive Games. Newcastle Area. Phone 091-259 1844 Shaun.
SWAP, Moto Cross Maniacs, WWF, Double dragon, F1 Race, Bugs Bunny for Star Trek, Mickey Mouse, Turrican, Megaman, Beetlejuice - (0451) 31996 also any comics and tips.
MEGADRIVE GAMES For swap my Wrestle war and Bare Knuckle for Road Rash and Budokan. Telephone John on (0455) 284237.
SWAP YOUR AMIGA preferably 1 Meg with Games for my Megadrive with 4 Games including Quackshot, F22 and my radio Controlled car and my Sam Coupe with Disk Drive and games with Speccy Emulator - Altogether worth £850. Call (0933) 56327.
I WOULD LIKE TO SWAP my Rad Racer for Duck Tales, Batman or WWF, Wrestle-Mania, Challenge. Phone Jamie on 081-889 2562.
LOOK! SWAP MASTER SYSTEM+! 2 Controllers, Gun, 5 Games for 3 megadrive games. Call Jason! (0795) 420790.
MEGADRIVE, Sonic, PGA Golf, John Maddens '92, EA Hockey, Bonanza Brothers, 2 Joypads, 9mth Guarantee, as new, for Amiga 500. (0797) 260510.
NES + 9 Games, Simpsons, Chip n' Dale, Ironsword, Zelda II, Mario I, Duck Hunt, Duck Tales, GremlinsII, DD II, 2 Controllers, Zapper swap for Super Famicom with Mario IV, Street Fighter II and F-Zero or sell for £250 worth £310. Free Suitcase so phone now (0962) 860932. Jonanthon.
FANCY SWAPPING Robocod Megadrive for Streets of Rage? S/Rage is only 4 weeks old. Great Condition. Phone (0268) 556507.
I'LL SWAP MY MASTER SYSTEM+ 2 Joypads, 4 Games including Golden Axe, Spiderman for Megadrive Sonic included. Other games consist of Hang-On, Safari Hunt, Light Phaser also included. May throw in Mickey Mouse if need be. (Spotless). (0492) 60212.
I HAVE ALREADY Completed the brilliant Streets of Rage so I would like to swap it for Thunderforce 3 so if you have this game phone Brian on 031-336 2572 after 4pm.

MEGADRIVE GAMES TO SWAP: Sonic, Eswat, Spiderman, Budokan, Ghouls n' Ghosts, Immortal. For your: EA Hockey, Joe Montana II, Populous, Pit Fighter, Shining in Darkness, James Pond II. Phone Mike after 5.30pm on 041-639 7876.
I WILL SWAP my Faxanadu for any good Nintendo Game. For details phone 021-459 9775 and ask for Ben after 4pm.
SCART MEGADRIVE with 9 Games, 2 Joypads, All Leads. £200 or swap for Famicom with 1 Game. Nicholas on 051-226 8036 after 4pm.
CABBAGE, will swap my Megadrive Games for yours, I have F22, Interseptor, Sonic and Populous. Wanted SOR, Golden Axe II, Ghouls + Ghosts, Maddens '92 and more. 100% Reliable. Has swapped loads of times. Phone Jonny on Scarborough (0723) 353740. Phone Now!
SWAP GAMEBOY and 5 Games for Gamegear and 1 or 2 Games. Gameboy comes with Holsters, as new. Phone (0533) 663281.
SWAP MY MEGADRIVE, 3 Games, JM'92, Altered Beast, PGA Golf for your Atari ST. Will offer extra cash (or sell) £150. (0606) 782294.
GAMEBOY PLUS Lightboy, Link Cable, Tetris and 2 Top Megadrive games swap for Gamegear and 1 Game. phone 051-733 1176.
I'LL SWAP my Revenge of Shinobi, Megadrive Version for Shadow Dancer UK Only. Phone Mike after 2pm on (0425) 619604.
GAUNTLET III for Lynx will swap for Roadblasters or Blue Lightning or sell for £22. Tel (0248) 490296 call Jamie.
SWAP MEGADRIVE GAMES Titles include Streets of Rage, eswat, Populous, James Pond and others want Robocod, Quackshot, Golden Axe 2, Immortal, Monaco GP, Pitfighter, Gynoug, Hellfire or Ghouls n' Ghosts all must be in Good Condition. Phone Simon on 010-3535 180200.
WANTED GAMEBOY with Mario, Robocop and Tetris must'nt have scratched screen swap for Master System 2 with 2 Games plus Mags also with Nikko Sand Crab without batteries. Radio controlled Car. Tel. (0765) 689229 after 5pm.
LOADS OF MEGA GAMES to swap including Toki, R.Rash, S.O.Rage, Quackshot + more. Robert Lewin. 185 Foxborough Gardens, London. SE4 1HS.
MEGADRIVE SWAP, I will swap my Lakers vs Celtics for Winter Challenge. Call 071-241 6423 (london).
MEGADRIVE SWAPS, Brand New Abrams, Battle Tank and F22 Interceptor will swap for any games just as recent and just as highly rated i.e. Robocod, Immortal, Shining, Quackshot, etc. Must be US/UK Carts. Phone Wayne on (0978) 261770.
SWAP 2 FOR 1 I.E. Altered Beast, Fantasia for Afterburner II, Super Monaco, Magical Hat, Gynoug, NHL Hockey, Celtics vs Lakers etc. Phone (0287) 660183.
MEGADRIVE with 4 Games: Spiderman, Alien Strm, Madden, Final Blow for S.NES with 2 Games. Contact Darren after 5pm. 071-241 0421.
FAMICOM GAMES will swap Joe and Mac (US) Final Fight (JAP) for Castlevania or Contra Sprits or sell £25.
I'LL SWAP WWF, Duck Tales, Double Dragon, Bugs Bunny for either Simpsons, Spiderman, Robocop, Castlevania. Please contact Andrew on (0865) 62836.

WILL SWAP WONDERBOY on Gamegear for Shinobi or any good games. If interested phone Bobby on (0273) 770829.
ROLLING THUNDER II for Megadrive for sale or swap. Also R.C. tamiya Kingcab with all Race extras £85. (0235) 811719.
MEGADRIVE and gameboy Swap Club. Why buy a £20 or £30 Game when you can swap your unwanted ones. Phone Paul on (0527) 821806. Also 100's of second hand C64 Games (£1). Chase HQ, Street Fighter, Batman, Etc.
WANT NES, 2 Controllers and Game will swap R/C Car with extras, Controller, Charger, etc.... Phone Robin (0202) 894896 after 3.30pm.
I WOULD LIKE TO SWAP my Japanese megadrive complete with 2 Joypads, Arcade Powerstick, Super Hang-On, Moonwalker, Ghostbusters, Sword of Sudan and various Magazines, All Boxed and in Excellent Condition for best computer offered. Phone (0532) 892837.
I WILL SWAP Summer Slam 88 for either Summer Slam 89 or Wrestle Mania 5. Interested? Phone (0670) 354035.
BATMAN, TURTLES with Cases without instructions for Super Mario 3, Tetris, Chip n' Dale, Star Wars, Simpsons, Snake, Rattle n' Roll, R.C. Program. Call 051-426 9895.
MEGADRIVE GAMES for swap only decent games wanted. Phone (0222) 693119 after 4pm and ask for Craig.
LYNX BOXED WITH RYGAR, Klax, Gates of Zendocom and California Games for Japanese Megadrive with games. 081-518 8611 ask for Alper.
GAMEGEAR with 2 Games, swap for a Lynx 2 with 2 Games or more. Phone Stephen (0689) 827991 after 6pm.
MEGADRIVE Games wanted (swap), must be local. Please write to: M. Koopmans, 15 Pope Way ,New England, Peterborough, Cambs PE1 3NA.
I WILL SWAP Master System games, like Golden Axe, Altered Beast, for any more decent games. Phone Paul; on 041-429 1428, after 4.30pm on weekdays only.
MEGADRIVE SWAP. The Immortal for Starfight or Mercs or Speedball 2. Contact Ben on (0252) 703014, after 7pm, also swap Gameboy Duck Tales for Ballon Kid or sell for £20.
MASTER SYSTEM, light phaser, 2 pads, joystick + 11 games (3 bult-in) inc. Sonic, Donald Duck, Mickey Mouse, R-Type, Kick Off, Golden Axe, Ghouls 'n' Ghosts and Alex Kid for Megadrive 2 pads + 5 games inc. Streets of Rage or EA Hockey and/or Road Rash. Tel. (0650) 531354.
MEGADRIVE swaps Wrestle War, Streets of Rage for Robocod or Toe Jam and Earl. Phone (057285) 255.
MEGADRIVE games to swap. I have Fantasia and Sonic, swap separately for any decent game especially EA games. Tel. (0264) 860415.
WOULD YOU like to swap my Gameboy, headphones, connection lead and set of rechargeable batteries plus 8 months guarantee left, for your NES or GameGear, or sell for £85. If you are interested, please phone Richard on (Balcombe) 400070.
MEGADRIVE, Famicom, PC Engine games galore for part exchange, swap your unwanted games for a small fee. Phone (0274) 572237 after 6pm. The latest titles for swap on each console, forget the rest swap with the best games exchange around!!
MEGADRIVE game for swap! EA Ice Hockey for Toe Jam and Earl only! Phone Dean on (0633) 869602, after 6pm.

MART



FAMICOM, Gameboy, Neo Geo, etc. swaps new or used titles available, eg Rushing Beat (SF). Tel. Ben on (0422) 310383.

DESPERATELY wanted Megadrive Desert Strike, F-22 Interceptor, Speedball 2 and 2 Crude Dudes, swap for my Wings of War (Gynoug), Robocod, Spiderman, Dick Tracey, Streets of Rage or Mercs (Jap). Tel. (0533) 876915. PS I also want Fighting Masters

MEGADRIVE swaps, my Streets of Rage for John Madden '92, my Immortal for EA Hockey or F22, my Super Monaco GP for Speedball 2, also for swaps Golden Axe, After Burner II, Rambo III, Truxton, no Jap games. Phone Paul (Welly) on (0823) 279771.

MEGADRIVE games to swap including Mercs, Shinobi, EA Hockey and 7 other Mean Machines Mega games. I want The Immortal, Star Control, Star Flight, Phantasy Star III or other good games. Japanese or English games. Call Anton on (0798) 813733 (Sussex).

NES swap my Turtles, Ghosts and Goblins, Castlevania for Joe and Mac, Star Wars or Battle Toads or swap all three for Game Gear and Sonic or Spiderman or Mickey Mouse. Phone Sam on (0323) 508842, please.

SWAP Megadrive games Eswat, Moonwalker, Ghouls 'n' Ghosts, Wonderboy III for EA Hockey, John Madden '92 Mercs, Twin Hawk, Quackshot, Toe Jam and Earl. Phone Mark after 4pm on (0495) 311092.

MEGADRIVE games, EA Hockey, Robocod & Populous for Fighting Masters, Trouble Shooters or Rolling Thunder. Please ring Paul on (0777) 818463.

SWAP my Gameboy with WWF, Simpsons, Marioland, Tetris, headphones, 2-player adaptor, a magnifier and a carry case for your Game Gear with 2 or 3 games, including Sonic, or sell everything for £120. If your interested call Marc on (0772) 615484.

SWAP my Sega Megadrive with 5 games, Garies, Bare Knuckle, Super Shinobi, Altered Beast, Sonic, joypad and turbo joystick for your SNES with joypad and Street Fighter 1 or 2, or any good Beat'em game. phone (0734) 424957 (Reading) or sell for £150.

POWELL Peralta Cabalerro Skateboard good condition, worth £125 for 2 or 3 Megadrive games depending on titles or will sell for £45 ono. Also I will swap Sonic and Quackshot for any other games, namely Desert Strike, Hellfire. Tel. (0392) 860109.

I WILL SWAP my Gameboy with 3 games, Bugs Bunny, Maroland, Tetris for Sega Game Gear with game/s. Phone (0992) 574260.

SWAP my excellent Terminator 2 (hardly used on Gameboy) for Home Alone or sell for £200. Tel. (0564) 782094, ask for Adam.

MEGADRIVE SWAPS. I have Rainbow Islands, Devil Crash, Zero Wing, Kabuki Fighter (all Jap), Streets of Rage (UK). Swap for Desert Strike, Valis III, El-Viento, Alisia Dragon, Speedball 2, F22, Arcus Odyssey, will sell also (£20-£25). Ring Mark on (0865) 250847.

I WILL SWAP Zelda 1 & 2, Shadow Warriors, Low-G Man, Captain Sky Hawk and Mario 1 for Turtles II, Battle Toads, North & South, New Zealand Story or any other good games. Phone Simon on 051-632 1760.

I'LL SWAP Sonic or Columbus for 1 decent game each. Console Game Gear. Call Guy on (0428) 606219 (Surrey).

SWAP MY Sega Game Gear for Atari Lynx II, both with 3 good games. Lynx must have STUN Runner or Chequered Flag. Tel. (0737) 249982.

SWAP MY NES with 2 games, 2 joypads and a zapper gun for a Sega Game Gear with 1 or more games. Interested? Please phone Rich on (0743) 891554 (urgent).

I WILL swap my Gameboy with 2 games for 4 Megadrive games (preferably Desert Strike, Super Off Road, Immortal, Buck Rogers or other good games). Except Sonic, EA Hockey, Road Rash, F1 Circus, Altered Beast. Ring Chris on (0226) 722721, after 8pm.

I WILL swap my Megadrive, 13 games, 3 Sega games, powerbase convertor and 2 joypads for your Amiga A500+ and games. Megadrive games include: Sonic, Mickey Mouse, Super Shinobi, John Maddens '92, Streets of Rage, Strider, PGA Golf, Super Monaco GP. Sega games: Gauntlet. Phone Stuart (0259) 722904.

MEGADRIVE runs any game, includes turbo joypad and 10 games and 8 copies of Sega power. Swap for PC Engine + CD Rom with at least 3 games and 2 joysticks. If interested, phone Alan on (0703) 262040. Phone Now.

FAMICOM Area 88, Geoman, SD Great Battle to swap. Want Final Fight, F-Zero, Ultraman. Phone Nicholas on 051-226 8036, after 4pm.

MEGADRIVE games for swaps. I have EA Hockey, Road Rash and Revenge of Shinobi, swap for Fighting Masters or any basketball game. Ask for Philip on 071-703 5950, call after 4pm. so hurry!

NINTENDO swap Boy and his Blob. Wizards and Warriors, Batman, SMB 2, Mega Man 2 for any quality games, including Battle of Olympus, Solstice, Duck Tales, Gremlins 2, Simons Quest, Snake Rattle and Roll. Phone Peter (0732) 462179, after 5pm.

LISTEN UP PEOPLE, Jap (Pal), Megadrive II games: Streets of Rage, Sonic, Robocod, Immortal plus more. only £230 or swap for a (Pal) S. Famicom with 3 games or more. Call K. Man on 071-511 0075, after 7.30pm. Mon, Wed. Fri, Sun.

SWAP MY NES with 4 Games (Mario, tetris, World Cup, Duck Tales) plus a four score plus 4 Control Pads, for a Megadrive with Sonic and 2 more games. If you are interested. Please phone Paddy on Corby (0536) 69677 between 5pm and 6.30pm.

NES, swap my Duck Tales or Megaman II for your Snake, Rattle n Roll or Star Wars. Tel (0222) 615500.

MEGADRIVE, Italia '90 and (Jap) Wrestle War swap for Toe Jam and Earl and Joe Madden 92, together or separate. 051-605 1063 Wirral.

CONSOLE EXCHANGE CLUB. We do swaps for Famicoms, SNES Megadrives and Gameboys. Exchange rates are £5 for Famicom, £3.50 for Megadrive and £1.50 for Gameboy. We are N.Ireland's first swap club! Phone either (0504) 48647 or (0504) 43617 after 6pm.

WANTED. Double Dragon 1+2, Dr Mario, Gremlins II, Kabuki, Roller Games, Star Wars. Choose between Bionic Commando, Isolated Warrior, Stealth, Donkey Kong Jnr, WWF, TMNT, Track & Field II. Phone Simon 081-519 7996 after 6pm or all day Sunday.

MEGADRIVE SWAP. 688 Attack Sub for any Good Games that don't involve Blue Hedgehogs or Baboons. Contact stuart on 031-449 4315.

WILL SWAP my Atari Lynx with 5 Good Games, Carry Case, Sun Visor and Car Power Cable, all Boxed, Excellent Condition for a Gamegear with 2/3 or more Good Games. Must be in Good Nick. Worth over £255. (0295) 768157!!

WILL SWAP GAMEGEAR, Mickey Mouse, Super Monaco GP and Wonderboy for Good British Megadrive Games. Phone (0305) 263356.

SWAP MY Streets of Rage for California Games or my Gynoug for Fatal Rewind. Phone neil on (0778) 345297 after 4pm.

MEGADRIVE CARTS. To swap: Ghouls n Ghosts, MIB Tank, Dynamite Duke. Wanted: Streets of Rage, Mercs, Populous, Desert Strike. Tel: (0533) 707245 Dan.

I WILL SWAP The Simpsons and/or Swords and Serpents on the NES for WWF and/or Kick Off. Phone Ben (0304) 374554.

NEO GEO OWNERS, does anyone want to swap my Sengoku for Football Frenzy, Last Resort, Soccer Brawl, or any other recent Good Neo Game. Phone Pete (0823) 279771.

GREAT DEAL! Want to swap my Master System with 3 Games for your Lynx/II with 1 Game. Interested if so, then phone Ben for a quick swap on (0227) 360671. I will also sell for £60 so phone quick!

I'LL SWAP MY Japanese Golden Axe, No Instructions or my Brand New Sonic the Hedgehog for your Road Rash, John Madden '92, Streets of Rage, EA Ice Hockey, Speedball 2, Super Monaco GP or Wrestle Wars. Call (0302) 726943 NOW!

SWAP MY GAMEBOY +5 Games, Case Boy, Light, Magnifier for your Gamegear +2 Games. Tel Maz (0993) 845775.

MEGADRIVE SWAP, 11 Games includes EA Hockey and MS Converter with 7 MS Games for Amiga. Phone (0752) 342866 ask for Peter.

AMSTRAD GX4000 Console, Brand New, Boxed, No Game. Will Swap for Road rash or any Megadrive Game. Tel: (0224) 890563.

APOLLO ATOMIC 15 Gear Mountain Bike, Perfect Condition + Brand New Gamegear complete with Montana, Sonic, Mastergear and Bubble Bobble, all Boxed with receipt, will swap for Neo Geo (Scart) with 1 Good Game or sell both £250. Phone Majid (0484) 429293.

MASTER SYSTEM. I will swap Captain Silver, The Ninja, Rescue Mission for California Games, Flintstones and Moonwalker. Tel (0777) 872019.

FAMICOM SWAP, my American Off Road with the Jap to American Converter for Formation Soccer. Phone 051-920 5366 Liverpool Area.

NINTENDO, I will swap my Turtles, Robocop, Castlevania, Kung-Fu for any other Games. Phone Alex on (0646) 600532.

SWAP (Nintendo Games) SMB1, Simpsons or Chip n Dale for SMB2 or sell for a decent price. Call 081-657 4366.

FAMICOM GAMES to swap, my RPM Racing (USA) for your Final Fight, my Joe & Mac for your F1 Exhaust Heat or Formation Soccer. Phone (0942) 816883 ask for Steve after 6pm.

EXCELLENT RPG Starflight 94% swap for Streets of Rage, John Maddens 92, or California Games. Tel Blackpool 22574 Megadrive Megadeal.

ATARI LYNX, Blue Lightning swap for any decent games preferably Pit Fighter. Call Alastair on (0483) 415193 between 6.30-9.30pm.

SWAP LYNX CART Gates of Zendocom for Scrapyard Dog, Road Blasters, Viking Child etc.. Phone John on (0483) 37759 after 5pm.

WILL SWAP Spiderman, Ishido, Rambo, Wrestle war, Hellfire, Shinobi, Hang-On, Sonic, for Hockey, F22, Arcuss, Odyssey, pacmania, Fantasia, Volleyball, Strider, Ghouls n Ghosts, otherwise sell at £20-£25 each or £200 for all. Please write to 64a, Alexandra Road, Edgbaston, Birmingham B5 7NN.

SWAP SANYO Portable CD System, Excellent Condition worth £150 for Megadrive with Games or Gamegear with Games. Contact Steve (0245) 360182 after 5pm.

MEGADRIVE GAMES Swap Hellfire, Cyberball, Quackshot for Buck Rogers and others Magical Hat for sale £15 Atari Lynx II with Rampage, Car Adaptor, Mains Adaptor and Comlynx, Brand New Hardly Used Boxed with Instructions £70 ONO. Phone (0306) 881384 Eves.

GAMEGEAR 4 Months Old, 4 Games, Carry Case, Swap for Megadrive and 2 Games. Phone 081-857 4666 ask for Ben.

SWAPS Sonic for Strider or Shadow Dancer, Art Alive, Terminator, Toe Jam, will sell for £30. Contact Will on (0475) 568353.

SWAP MY 688 Attack Sub, John Maddens '92, Super Shinobi, Herzoe, Zvei and Hellfire, for your Might & Magic, Speedball 2, Abrams, Battle Tank, Shining in the Darkness, F22, or Desert Strike. Phone (0452) 523690 after 6pm, weekdays, anytime weekends.

NINTENDO 8 games, Robot, light gun joystick worth £360, swap for Game Gear and AC adaptor with games. Call Simon (0483) 273242.

YOUR LYNX or Game Gear to swap with my radio controlled car with loads of extras, worth nearly £200. Phone (0708) 725892.

SAGAIA on Megadrive, new or second-hand, good price paid. Phone after 5.30pm on (0344) 27966, will collect.

MEGADRIVE wanted with 10+ good games, will pay £200+ games. Also wanted cash waiting. Tel. Wotton under Edge (0453) 844873.

WANTED Double Dragon on the Master System. Will pay £5-£10. Boxed with instructions. Phone (0650) 531354, after 4pm, weekdays anytime wekends.

WANTED Kickoff or Super Kickoff for Gameboy. Please I am desperate. Tel. Rob after 6pm 061-225 5091 (Manchester area).

WANTED Megadrive games (Sale/Swap) Rastan II, Eswat, Toki, Gaxe II, Pacmania, Master System Shinobi, Battle, Outrun needed. Julian (0926) 883829.

MEGADRIVE games and joypad wanted. Send list and prices to: 25 Stonelea, Aldridge, Walsall WS9 0HU.

WANTED Formation Soccer on Famicom, also Contra on Gameboy Simpsons, Castlevania 2, Parodius, no other titles required, decent prices paid. Tel. (0602) 612713, after 6pm.

SNES games wanted: (American versions), F1, Exhaust Heat, Super Off Road, Zelda 3, Contra, PGA Tour Golf, buy or swap. Also Gameboy games: Bowling, King of The Zoo; £12 each or swap. F1 Race wanted. Tel. (0532) 626180 Edward, after 6pm.

FAMICOM wanted will pay £150 with 1 game. and would be willing to buy other games. Tel. 061-432 2589, John-Paul.

SUPER FAMICOM (Pal 1) with at least 1 game. Will swap my Alesis SR-16 professional drum machine, boxed with manuals, still under guarantee. Will consider cash offers for drum machine. Phone Steven on (0274) 630229 (Bradford) after 5pm weekdays, weekends anytime.

WANTED Amiga 500, including 1meg upgrade, software, other accessories, good condition, essential, must deliver, £200, cash waiting. Tel. Ben on (0509) 890986.

WANTED Megadrive and SNES games. Good prices paid, exchanges considered. Phone Gary (0522) 532767 (Bradford), after 6pm.

WANTED Megadrive games, Starflight, Sword of Vermillion and Shinning in the Darkness, will pay £20 each. (English or USA only). Tel. Mark on (091) 5498290. No swaps.

WANTED anyone want to sell there December 1991 issue of Electronic Gaming Monthly for £5. Phone 071-240 2361.

PC ENGINE games wanted for cash. No swaps or exchange. Write To: Dave is Back, 15 Back Knowl Road, Mirfield, W. Yorks WF14 9SA.

NES Power Glove (0847) 64793 ask for Donna or Jamie, all offers will be considered.

WANTED any Megadrive, NES, Master, Gameboy, Lynx, Gear, Famicom games. Ring Mike with your offers on (0889) 574070.

MEAN MACHINES Magazines Wanted, The Set 1-11 in Good Condition will collect - London Area. Please Phone 081-807 1912.

MEGADRIVE GAMES, can pay upto £20 each. Also willing to swap. Contact Saj on : 081-803 2988.

SEGA GAMEGEAR GAMES WANTED: Willing to pay £10 for older titles, 315 for new ones. Also Sega Master System Games Wanted as well. Tel: (0462) 677113 after 5pm. Contact Peter, do not ring on Friday and Saturday please.

DESPARATELY WANTED Amiga A500 with Games and Blank Disks. Swap for megadrive with 8 Games, Joypad, Arcade Joystick. Phone (0358) 42677.

WANTED MEGAMAN 1, must be in very good condition. Phone (0533) 813572 after 6pm ask for Paul.

WILL PAY £15 EACH for PC Engine, Formation Soccer, Hit Ice, PC Kid or swap for Dungeon Explorer, Dragon Spirt. Phone (0254) 674037.

WANTED FOR MEGADRIVE Gynoug (Wings of war) and Space Battle, Gamola UK or USA Carts only please must be in good condition. Cash Waiting. Call Duncan (0452) 780232.

GAMEBOY GAMES WANTED. Will pay £6 to £12 depending on condition, boxed, etc. Tel. Ben on (0422) 310383.

DESPARATELY WANTED, seeking Neo-Geo Games, Titles, Second Hand/Used. Needed most urgently for personal consumption. All prices negotiable. Any titles considered! If you want to get rid of your old totles ring Steve!!! 081-904 0088. You won't be disappointed, Ultimate responses.

WANTED Space Invaders and Parodius for the Gameboy. Will pay 320 each. Call Shaun (0532) 332074 daytime.

PC ENGINE GAMES wanted for cash or swaps. Son of dracula, Bomber Man, Jackie Chan, F1, Circus 91, Devil Crash, Motoroader II, Dungeon explorer, Final Match tennis. Also wanted 5 player adaptor and Joypads. Phone (0252) 621601, 4pm - 6.30pm Hurry!

WANTED I am willing to pay £10-£20 for a good Megadrive Game. Phone (0425) 478848 after 4pm.

WANTED NINTENDO NES Games as follows: Paperboy, Tetris, exitebike, Rad racer and Kickle Cubicle, will offer £10. Marble Madness, blades of Steel, Trog and kick Off, will offer £20. Phone Diana (0727) 54360.

WANTED BADLY Gameboy Games will pay between £5 and £14. List Games to be sold to: 12b, Lydget Grove, erdington, Birmingham B23 5EH. Games must be in Good condition.

MEGADRIVE GAMES wanted will pay between £10-£25. Cash will be sent and received within 2 days. Send list and prices to: Stephen Sung. 43 Bridge Street, Ballymena, Co.Antrim, N.Ireland. BT43 5EL. Please leave prices and telephone numbers.

NEO GEO and Famicom Games wanted will pay between £50-£80 for Neo Geo Games and £15-£25 for Famicom Games send list to: Stephen Sung. 43 Bridge Street, Ballymena, Co.Antrim, N.Ireland. BT43 5EL. Please leave prices and telephone numbers.

WANTED Sega Master System and Megadrive games, Large or Small Collections, Wanted with or without Consoles. Tel Bromsgrove (0527) 32230.

GAMEGEAR and games, preferable with Sonic or Atari ST520 Games. Contact Adam on 071-935 6523.

MEGADRIVE GAMES wanted. Will pay upto £20. I will also swap my games for yours. Phone Michael on (0232) 844473.

WANTED CHEAP, Master System Games, Alex Kidd in Shinobi World, Revenge of Shinobi, Shinobi, Ghouls n' Ghosts, Any Wonderboy, Any Pac, Shadow Dancer, Castle of Illusion, and any other good games. Please ring Jamie on 081-776 2097.

SEGA GAMEGEAR will pay £70 with adaptor. R.Dunwell. 215 Stanks Drive, Whinmoor, Leeds. LS14 5BN.

WANTED Digger T Rock for NES. Ring Kings on (0949) 60305. Get Ringing Now!

NEO GEO and Games. Swap for Megadrive and Super Famicom Games. Alan (0277) 822793 Essex.



☆ MEGAMART ☆

WANTED NEO GEO with 1 Game will pay £200 or part exchange for Gameboy and pay £150. Gameboy with Tetris and Leads. Notice I am going on holiday on the 23rd of May until the 6th of June call on the 7th. (0484) 423055.

NEO GEO or Famicom (Pal) with or without games. Also Vectrex with games and Mattel Intellivision games. Anyone, Anywhere got any of the above charms? If so, call Paul on (0703) 616973 also wanted 60's, 70's Home Shopping Catalogues... Freaky!

WANTED AMIGA for £350 of Gamegear and extras, 4 Games, TV Adaptor, Battery Pack, Case, Mains Adaptor, (0703) 692816 Richard.

WANTED Issues 4,5 of Mean Machines in Good Condition. NES Turtles for sale. Offers welcome. Phone Nick on (0924) 257974.

GAMEBOY GAMES in Good Condition, any games will be accepted. Will pay £5-10. Phone Alastair on (02406) 4790.

GAMES WANTED for Megadrive will pay £12 for Sonic, Mickey Mouse, John Maddens plus any others. Phone (0254) 887894.

WANTED WANTED WANTED, Gamegear or Lynx with a game. Will pay £50+. Go on make me an offer. Tel: (0225) 891489.

SCART FAMICOM WANTED,No Games £80's, 1 Game £100-110's, with Final Fight £110's other prices might be accepted. Gamegear Games to swap, Wonderboy, S.Poker or Columns, for Master GR. Phone (0582) 455461.

NEO GEO GAMES Wanted will pay good price, also Ninja Combat for sale £55. Phone Pete (0823) 279771.

MEGADRIVE GAMES Urgently Needed will pay top prices. Write to: Mark, 16 Herbert Street, Denton, Manchester M34 3DD.

WANTED SEGA Megadrive and Master System Games Large or Small Collections or Single Games with or without Consoles. (0527) 32230.

GAMEBOY WANTED, Snow, Brothers 2 Crude Dudes, pay £12 each, £25 both. Phone 091-388 7088 and ask for Neil (Durham Area).

WANTED all Gameboy's working only with 2 or more games, pay upto £70. Ring Arif on (0706) 41866 after 4,30pm.

USED GAMES Wanted for SNES Megadrive Gameboy. USA or UK Carts only. Tel (0203) 665132.

JAP/UK MEGADRIVE Games Wanted. Pay to £25. All Letters Answered. Strider, Hellfire, ESP. Wanted: Owain, Pwlliwrch, Darowen, Machynlleth, Powys. Wales.

WANTED all games with or without machines Mega Master, NES, SNES, Gear, Gameboy, Lynx. Reasonable prices paid. Mike (0889) 574070.

MEGADRIVE GAMES WANTED, Japanese, UK, USA. Great prices paid. Fighting Masters especially wanted. PC Engine pay £50. Make an offer on any game. Write to Graham, POB 65, The Gap Post Office, Brisbane, Queensland 4061, Australia. Please include your address.

ATARI LYNX GAMES and Accessories wanted especially Sun Viser and Carry Pouch to carry Lynx, Games and Accessories. Phone (0732) 352718.

WANTED: GAMEGEAR with 1 Game in Good Condition. Pay omly £40. Interested? Write to: T.Middleton, 1 Hillcrest Road, London, W3 9RN.

PEN PALS

NES Pen Pal wanted. I am eleven. Send to: Tom Ellis, 2 Hengaer, Brithdir, Dolgellau, Gwynedd, Wales LL40 2RT.

HI! This is Daniel Miller, aged 11 years old. I have an Amiga and a Gameboy, I have many friends, with different consoles and computers with tips. I don't mind writing to girls. The White Swan, Swan Street, Sileby, Leics.

WANTED a Pen Pal to tell me the best games and other things. Tel. (0372) 470060.

HI! I'm 20 years old and if ya think Twin Peaks, Famicoms, Megadrives, squeaky beds sad jokes, baggy shirts and serious music is cool and dietiest blood sports and politics. Write to: Jez, 14 Avoca Close, Leicester LE5 4RA. Thank you!

PLEASE write to James Nockles, 27 Coniston Road, Tettenhall, Wolverhampton WV6 9OT, if you are a IC and a Gamesboy owner.

ATARI ST Pen Pals. I am looking for Pen Pals same age of nine. Tel. Nicky (0268) 758682.

MISCELLANEOUS

PC ENGINE CD-ROM with 2 games £180. Parodius £35.Battle Ace £10. Ghouls 'n' Ghosts £20. 1941 £35. Parasol Stars £25. Alien Crush, Outrun, Gunhed, NZ Story, Final Lap Twin £20 each. Motoroader, Download, Championship Wrestling, Don Doko Don, Violent Soldier £15 each, Atoimic Robo Kid, Powerleague, F1 Pilot, Samurai Warrior £10 each. Hell Explorer, Winning Shot Golf, Cyber Cross £5 each. Write to: N. Lee, 20 Fairway, Princes Risborough, Bucks, HP71 9DH.

WANTED top know about disk drives. SFC CD-ROM, and all other new stuff out? Write to one of the most knowledgeable people on Consoles in Britiain, Nicky Lee, 20 Fairway, Princes Risborough, Bucks HP17 9DH.

FRENCH contacts wanted to swap magazines. I am interested in French Mean Machines (Consoles plus), will swap for any English or Japanese magazines. Nicky Lee, 20 Fairway, Princes Risborough, Bucks HP17 9DH, England. Tel. (08444) 2859, 6-7pm only.

SUPER GUN Scart with 2 joysticks, Street Fighter II, Street Fighter 1992, Captain Commando. Also, Multi Game Doctor II, for SFC, MD, PCE. No timewasters; serious people send SAE to: Nicky Lee, 20 Fairway, Princes Risborough, Bucks or ring (08444) 2859, 6-7pm only. Ring me for offers otherwise write for enquiries.

CONSOLE Cheat Book for sale for all consoles, 150 cheats £2. Also Atari Lynx for sale. Phone Simon on 091-251 5218.

GAMING MADNESS Exchange Club! for Megadrive, Master System, NES, GameGear, Gameboy and Lynx. £2.40 per exchange. For membership form, send sae to: Gaming Madness, Lyngval, Towyn Way West, Towyn, Abergele, Clwyd LL22 9LF. (Please state console).

WANT to make big money quick, if so send sae to: Paul Jenikin, 1 West Park, Carnock, Fife, KY12 9JU, Scotland.

MEAN MACHINES. Issues 1-16 for sale £30. No offers. No splits. Tel. 061-330 0571 (Manchester area). Buyer collects.

GREATEST Gameboy Cheats, over 20 cheats. Sent return post. Send £1 to Ian Campbell, 35 Greenlaw Avenue, Paisley, Scotland PA1 3RE.

INTERESTED in hiring Super Famicom Games? I have a very large selection of games, e.g. Lemmings, WWF, Fi-Exuast, etc. Write or phone for application to:- Sukhbir, 34 Lancaster Road, Southall, Middlx, UB1 1NW. 081-571 5809, 6pm-9.30pm Mon-Sat Only.

NINTENDO FRANZIE Issue 3 90p for NES, Gameboy, SNES send 90p payable to J Madden to Nintendo News. 12 Elgin Avenue, East Kilbride G74 4EA plus amazing competition.

MESSAGES

NINSANE, FANZINE for all Nintendo's. Send your letters, reviews and tips. Also FREE advertisements for sale, wanted, swap and notices. First Issue available May. Send stuff now! Send £1 (cheques payable to Frazer Kirk), 6 Lochty Road, Kinglassie, Fife, KY5 0YB.

FAMICOM owners swap your unused games for only £5 per exchange. 20 titles to choose from, US and Jap, all games tested and sent 1st class delivery. Phone (0274) 572237, after 6 pm and ask for Richard. The best swap club around.

ATARI, LYNX, Fanzine Issue One now only 90p! (inc. p&p). Send cheque, postal order (payable to Andrew Reid), to: Wyld Katz, 63 Croftway, Selby, North Yorks YO8 9DD. Double Dragon, Super Off Road and Eye of the Beholder previewed.

LYNXUSER Britain's biggest Lynx Fanzine loads of news, reviews and interviews. Excellent screenshots, large hints & tips and much more. Send 90p inc. p&p to Lynxuser, 11 Montgomery Drive, Spencers Wood, Reading, RG7 1BQ. Please support us and the ex ellent Lynx.

MULTI GAME Doctor 2 for SFC, MD, PC-E. Further details, send sae to Nicky Lee, 20 Fairway, Princes Risborough, Bucks HP17 9DH. Also, Super Magicom, Super Magic Drive, Super Gun. Tel. (08444) 2859, 6-7pm only.

AMSTRAD CPC 464 includes colour monitor, joystick, speech synthesizer and over 20 games. Excellent condition. Bargain price, all for £150. Phone Ronnie before 5pm on 071-222 9393, ext. 334 or after 6pm on 081-577 5459.

SUPER GUN NTSC with 2 Apollo joysticks £200, Street Fighter 2 £250, Multi Game Doctor 2 (SFC, MD, PC-E) £550. Super Magic Drive £230, Super Magicom £250. Further details: Nicky Lee, 20 Fairway, Princes Risborough, Bucks HP17 9DH. Tel: (08444) 2859 between 6-7pm only. Also Arcade Music Soundtracks on tape and Street Fighter comics.

MEGADRIVE and PC-E games for sale. Write to Nicky Lee, 20 Fairway, Princes Risborough, Bucks HP17 9DH.

SUPER GUN Scart, 2 6-button joysticks, Super Gun Games: Street Fighter 2, Captain Commando, Street Fighter Remix (1992). Write to: Nicky Lee, 20 Firway, Princes Risborough, Bucks HP17 9DH. Also Multi Game Doctor 3, Super Magic Drive, Super Magicom.

WYLD KATZ, Now the UK's fastest selling and best quality Lynx Fanzine for current issue send a cheque or postal order for 90p made payable to Andrew Reid to: Wyld Katz, 63 Croftway, Selby, North Yorks. YO8 9DD.

N.IRELAND'S First Exchange Club. Exchange your Super Famicom SNES (UK+USA) Megadrive and Gameboy Games. Phone (0504) 48647.for prices.

THE HIGH QUALITY Informative Gamegear Magazine £1 coin and SAE "Essential GG" 11 Lystra Road, Moordown, Bournemouth, Dorset BH9 3AZ.

GAMES FOR ALL FORMAT including Neo-Geo all in Mint Condition will swap/sale + part exchange, old title considered. Master System + 10 Games £120 Super Famicom £130 or swap for Megadrive + Games, TV Adaptor for Monitor 88333. Phone 081-200 9628, 6pm+.

DEAD MEGA-CD £155, Famicom £50, Megadrive Scart £60, Super Famicom £100. Super Gun, Multi Game Doctor II, Super Magic Drive, Super Magicom, Super Magicom-Drive, Super Magicom-PC, Mega-Disk. Super Magicom Games: FI Exhaust Heat, Contra Spirits, plus others £5 each. Super Gun with SF II or SF II : Champion Edition. Nicky Lee, 20, Fairway, Risboro, Bucks.

100+ MEGADRIVE CHEATS. Send 75pence to R.Townley, 51 Haycock Close, Stalybridge, Cheshire. SK15 2UD. Please send SAE.

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1.00 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary), £2.00 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
MEAN MACHINES MEGAMART,
MEAN MACHINES, PRIORY COURT,
30-32 FARRINGDON LANE, LONDON,
EC1R 3AU.

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Martha on 071-251 6222 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.



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WHEN FILLING IN YOUR MESSAGE, USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

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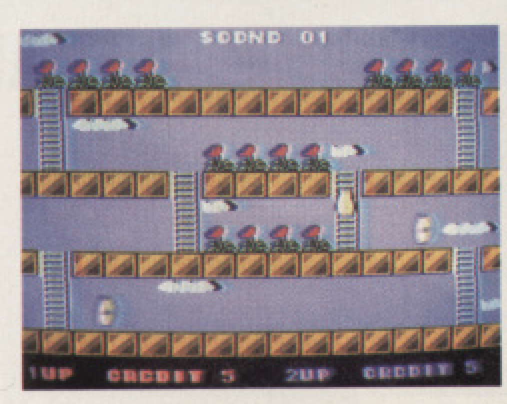
NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

RODLAND

Ever fancied prancing around a platform environment, whacking meanies around with your magic wand? Yes? Perhaps you should check out The Sales Curve's Rodland game, out in the Autumn of this year. In this conversion of the Jaleco coin-op, it's your job to rid each single screen of alien infestation by whipping out your wand and slapping those xenomorphs into oblivion. Each vanquished meanie turns into a special weapon which can be used against the remainder of the alien contingent.

Rodland looks like being a superb coin-op conversion with some excellent graphical effects and groovy simultaneous two-player action. We'll be reviewing this in a few month's time, so look out for that future edition of MEAN MACHINES.





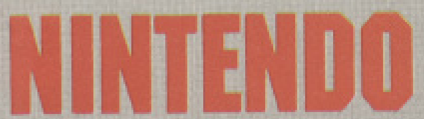


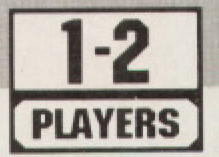
▲ *Use your highly useful wand to slap some of your enemies around. Those doorways are used to warp to other parts of the screen (as indicated by those flashing stars between the two doorways).*

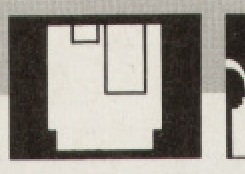


▲ *Owww! The hero of Rodland is viciously cuffed by one of the many meanies. Those flowers in the background are bonuses.*









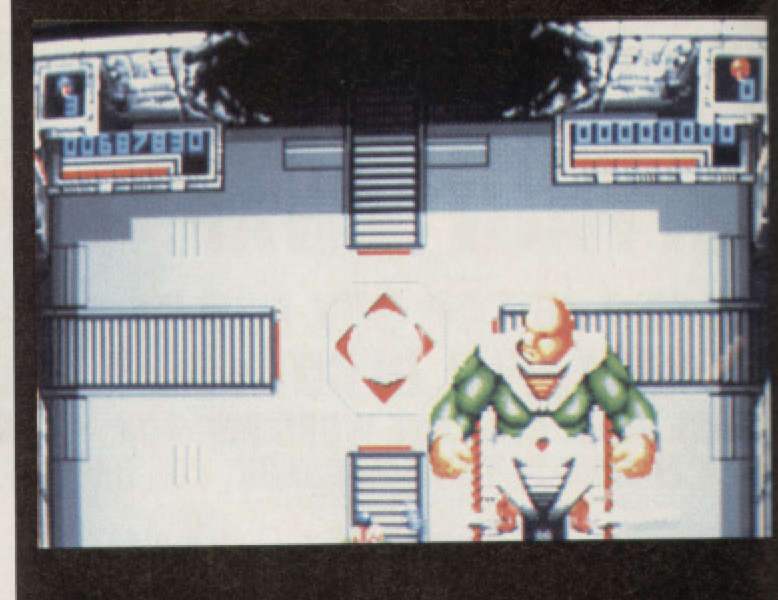




Williams' coin-op of all-out complete carnage is set to appear on a Megadrive near you soon, courtesy of the Flying Edge (a subsidiary company of Acclaim).

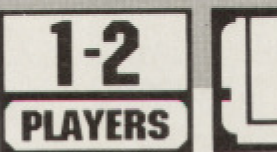
The basic idea of the game is that you're a contestant in the game show of the future, where the idea is to blast everything in the Smash TV studio - before they kill you! Luckily, you're equipped with a decent blaster and there are plenty of other weapons like grenades and rocket launchers lying around. Making use of these to blow up the legions of enemy sprites and the vicious end-of-level bosses is essential. Just like the coin-op, Smash TV boasts simultaneous two-player arcade action so you can choose to act as a team or just look out for yourself and pinch the many prizes that litter the Smash TV studio.

We've had a sneak preview of the Megadrive version of the game but we will reserve judgement until we get round to writing the full review. Watch out for a future issue of MEAN MACHINES.



MEGADRIVE

1-2 PLAYERS





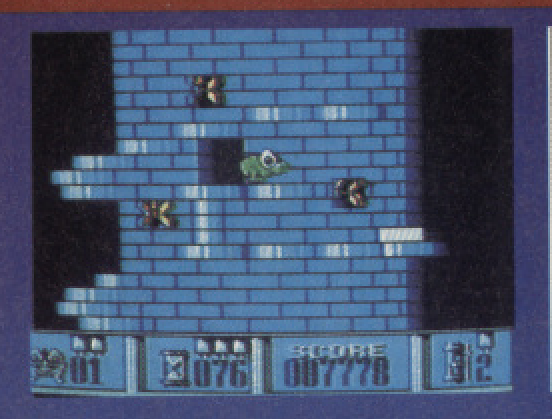
Those horrifyingly unfashionable turtles are back for some more martial arts action in their fourth console outing.

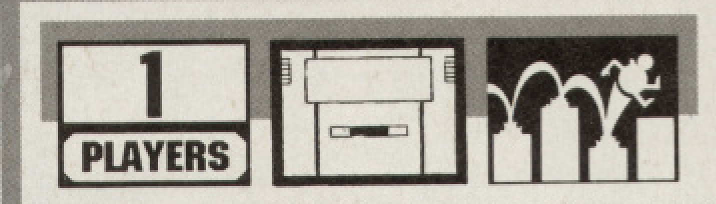
Turtles IV: Turtles in Time, boasts super slick beat 'em up action akin to the smash hit coin-op's but has all-new moves and redesigned levels. As well as the usual horizontally scrolling action, there's F-Zero style racing sections and mega scrolling surfing escapades! Add amazing playability and super skill graphics and sound and you've got one top quality product. Konami already have the game and hope to officially release it here in the UK in a few months, after Konami release Castlevania IV and Super Probotector (known as Super Contra everywhere else in the rest of the world). We should be reviewing this cool game next month so look out for that priceless edition of MEAN MACHINES.

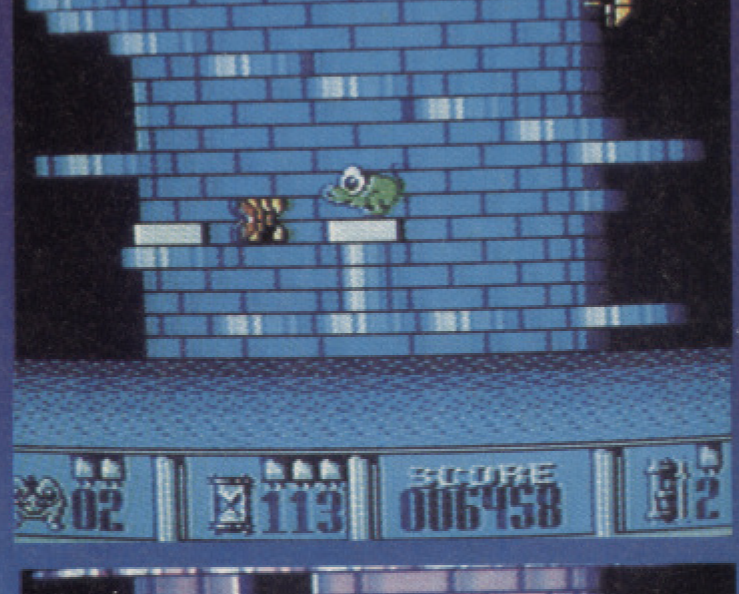


SUPER NES

1-2 PLAYERS





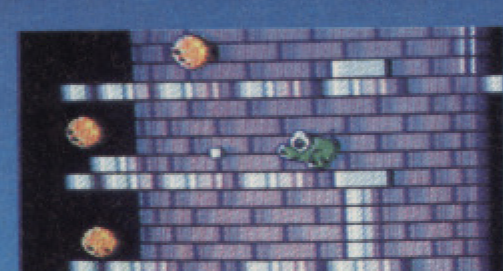


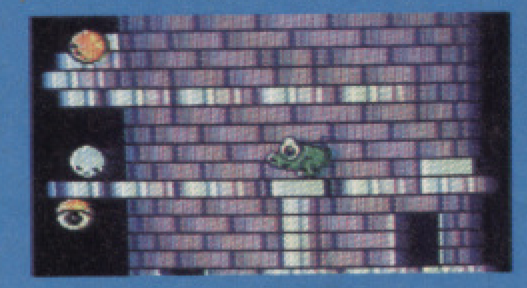
CASTELLIAN

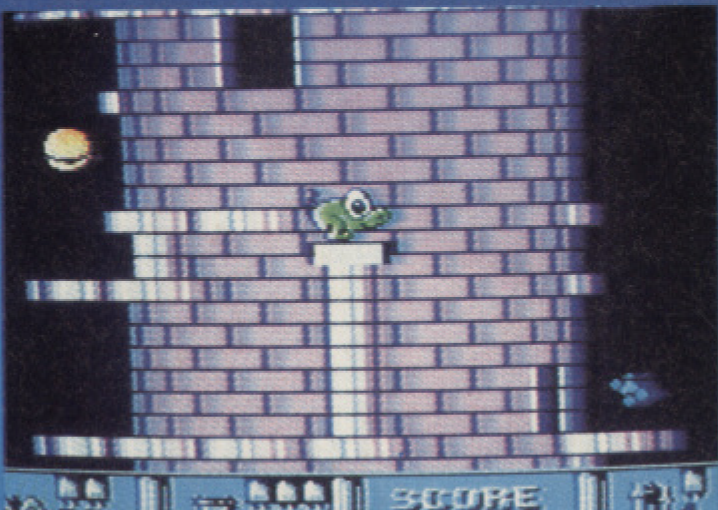
Anyone remember Nebulus, that astoundingly original arcade puzzle game on the home computers? Well, Castellian is an excellent conversion available soon for the Nintendo and Gameboy.

You are cast as Pogo, a strange green creature who is out to save the world by scaling eight peculiar towers and then blowing them up. However, actually getting up each tower is made all the more difficult because there are hordes of evil creatures just itching to dust Pogo's ass! There is also a plethora of platforming puzzles incorporated to cause the green little hero some problems.

Released by The Sales Curve in this country around July, Castellian looks like being an 8-bit classic. Watch out for the review next issue!







▲ *One of the many arcade puzzles in Castellian. Use the lift to reach the higher platforms, but beware of lurking monsters - or you're dead!*

SUPER SWIV

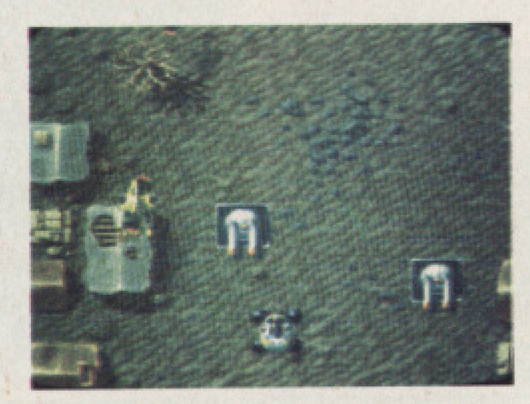


Super SWIV is a conversion of the ace Amiga classic that put you in charge of either a jeep or a helicopter, and charges you with the task of blowing up an entire defence budget's worth of military hardware.

All of this explosive action is carried out on a vertically scrolling playing area, with all manner of power-ups available to boost the already formidable destructive potential of your vehicle. Just like the Amiga version, simultaneous two-player blasting is the order of the day. However, each vehicle has its own strengths and weaknesses. For example, the jeep shoots in eight directions as opposed to the helicopter's one. However, the helicopter flies over obstacles on the ground where the jeep has more problems.

We've had a glimpse at an extremely early version of the game and can report that the game is shaping up really nicely. Don't hold your breath for this one though as the game isn't going to be released until early 1993!

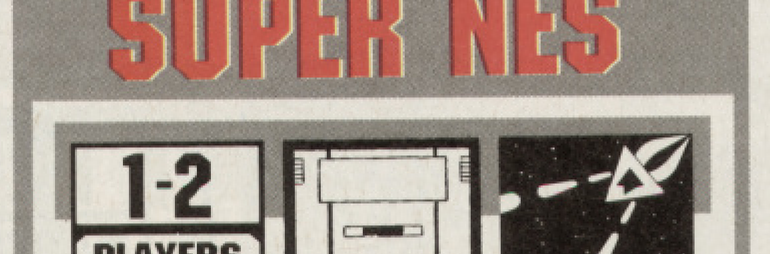
▲ *The helicopter and jeep team up to lay into a series of installations in this extremely early version*







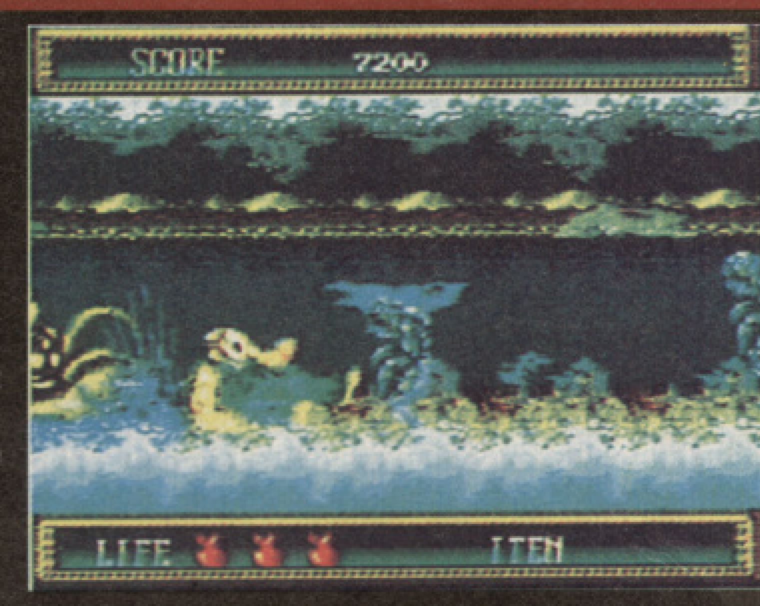


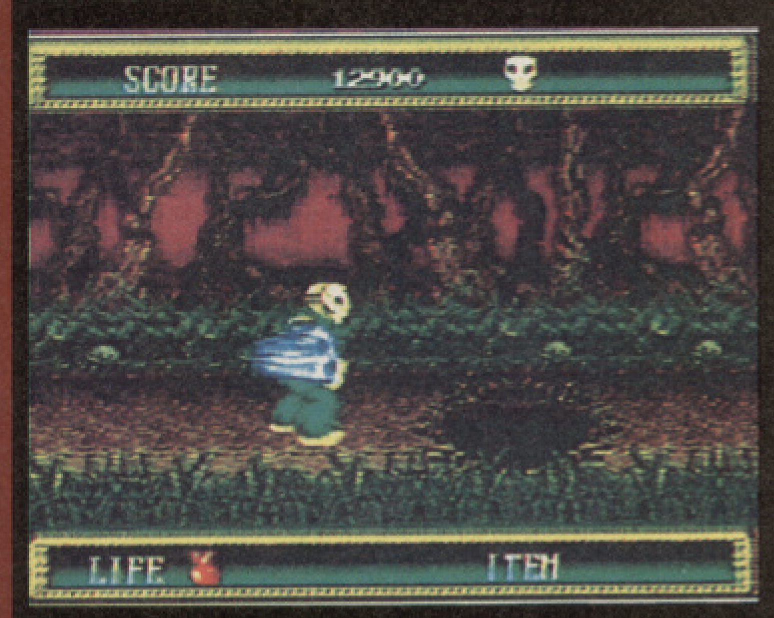


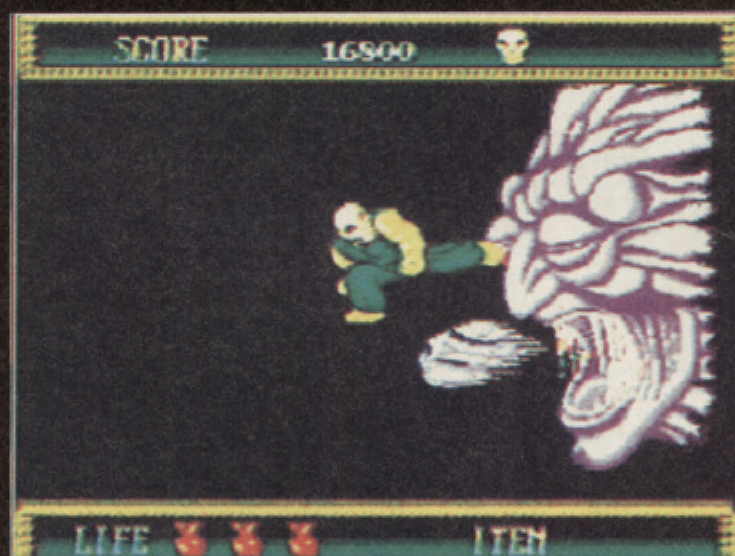


Based on the gory Namco coin-op, Megadrive Splatterhouse II is a horrific horizontally scrolling beat 'em up in the style of Double Dragon.
The player takes control of a masked marauder (who bears a striking resemblance to Jason from the Friday the 13th movies), out to rescue his girlfriend from a gruesome fiend. Unfortunately, to get to this evil villain, our hero must run the gauntlet of the Splatterhouse, slapping about any undead meanies that cross his path. Helping the hardy hero in his quest are a number of pick-up weapons, including shotguns and wooden poles (you can splat enemies against the wall with these!).
Jaz 'n' Rich have been treated to a sneak preview of Splatterhouse II at the offices of Sega Europe and came away very impressed. You'll be able to sample the sinister delights of Splatterhouse II when it's released this Summer.

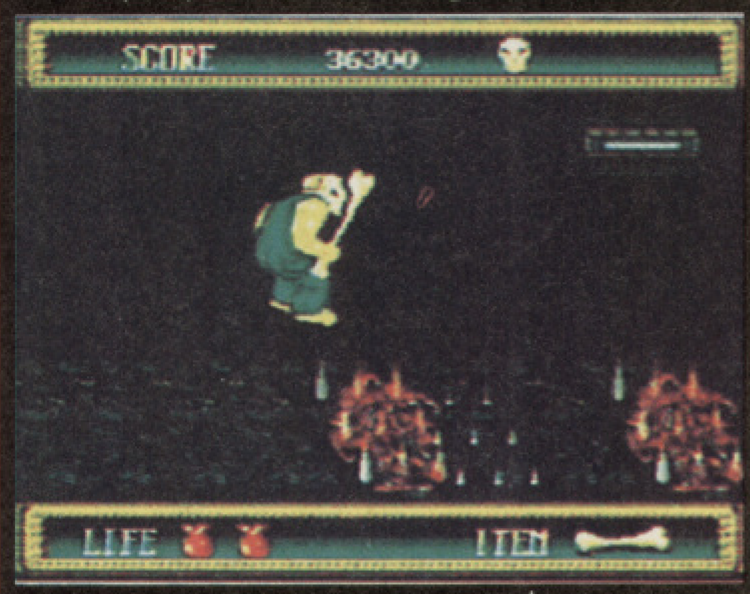


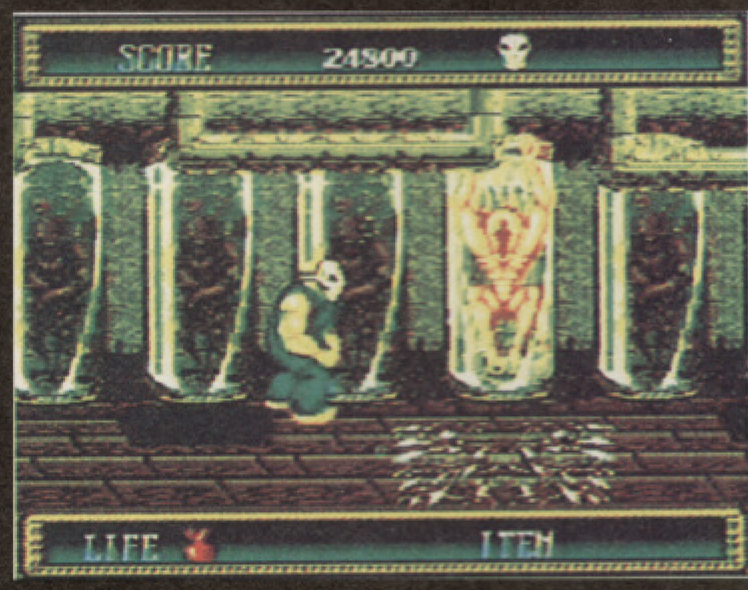


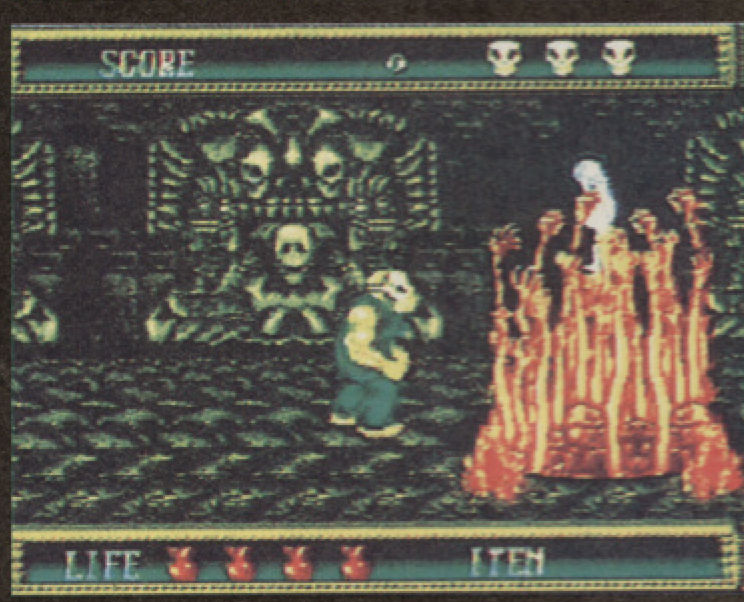




▲ *The hero of the game comes up against an end-of-level boss. This particular meanie crops up at the end of stage two.*











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